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SEGA FORCE
NOT AN OFFICIAL SEGA PUBLICATION
COOL SPOT!
In the works from Virgin Games
BART VERSUS THE WORLD!
Thrills and spills in the latest Simpsons' adventure.
BATMAN: R.O.T.J
MEGA DRIVE
md
JAMES BOND
MASTER SYSTEM
ms
LITTLE MERMAID
GAME GEAR
gg
3x3 EYES - MANGA
© Matt Groening
THE MEGA-CD IS FINALLY HERE! Will it send the world spinning? Get the full lowdown here!
We bring you the biggest tips and the hottest news stories in Sega gaming, plus loadsa competitions!
A DAY AT THE SLOTS
We unveil the latest coin-ops to hit your local arcade!
impact MAGAZINES
9 770964 255037 05
£2.25 MAY 1993 No.17
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CREATING 90s READING


gus says...
"vinny beat the c!*? out of me... but he didn't get my fizzin' super kick off!!"
"Yo!...Gus...here! Attention all gamers, the waiting is over - the most HAPPENING soccer game ever... is now out - Super Kick Off! Play head to head and whup all-comers...or take on any team in Europe and join the draw for cup competitions galore. You can foul, get sent off, powerblast penalties home - in fact, do just about anything you can do on a soccer pitch - apart from spit or kiss the striker! The speed is mesmerizing... use REAL ball control, spray pin-point passes around, dribble past defenders then... BAM...! let go a screaming swerve shot into the top corner."
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Screen shots from Mega Drive version.
to be this good takes ... AGES

SEGA FORCE

MAKING MI



DOWN UNDER...

We're not really rats, we're sewer sharks, dogmeat! It's a tough life down under the gutters of Game-Freak Alley. Bart may be getting everyone eating his shorts on the cover, but there's a dirty job to be done in the sewers, keeping the city a fit place for decent folk to live — spotting the rotting games a mile off and shooting them down, so you know the good from the bad and which to buy. A dirty job, but someone's got to do it — that's us. The SEGA FORCE Deadheads: reviews, and information you can trust. Okay, guys,back to the sewers... NOW!

WARREN 'RAT'S THE WAY IT GOES' LAPWORTH, Sub Ed
I love CDs! They're a great little invention and now you can play massive, stunning Sega games, thanks to these shiny discs and the Mega-CD. The revolution's begun! Pity CD+G hasn't caught on in the UK (yet!). The concept of having digitised pics and song lyrics included on a music CD is a great one. Imagine watching as well as listening to the latest album by your fave band! Start saving for a Mega-CD *now*!
Game of the Month: SHERLOCK HOLMES

PAUL 'RAT WITH CLOGS ON' WOODING, Staff Writer
Words can't express my love for the cute black box that sits snuggly underneath my Mega Drive! The great graphics, the digital sound, the all-action games — oh I can't wait until they bring out the Big Country version of *Make My Video*... What do you mean, they won't bother making it?! Of course they will, it'll be a Number One seller mark my words! Right then, Mr Yeo, bung me the power pack, it's my turn on *Sewer Shark*; you've been playing it all morning!
Game of the Month: SEWER SHARK

MAT 'RAT OUT OF HELL' YEO, Prod Ed
Hurray! The Mega-CD has finally arrived and boy, was it worth the wait! We can now waste even more of the day playing cool games and getting absolutely flop-all work done (same as always). Hope you enjoy the novel. Blood, sweat and tears went into making that book! This is easily our best issue so far, but believe you me, the best is yet to come. Watch this space!
Game of the Month: SEWER SHARK

ADRIAN 'HAIR LIKE RATS' TAILS' PITT, Deputy Ed
Can't say I've ever been down a sewer, till now. Found myself in the gutter after a night on the tiles, but that's another story! Anyway, the Mega-CD's here and it's well wicked. I can't wait to buy one, but with the dosh I get for slogging me guts out, I'd be lucky to afford a fold-away table with clip-on tray attachment! That's not to say I'm complaining, they treat me well round 'ere. I go for walks three times a day and before I go to bed, Mat stands by me bed with a dose of cod liver oil and a smile. This is the life, eh?!
Game of the Month: SEWER SHARK

RACLES HAPPEN IN MAY

17

FORCE tested!



STREET FIGHTER II

6 We don't need four pages of speculation like some mags, we know for a FACT *STREET FIGHTER II* is coming out on the Mega Drive and when it's due. Our mates in the USA have played it!

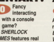
IT'S ELEMENTARY!

70 Fancy interacting with a console game? *SHERLOCK HOLMES* features real actors, speech and tons of atmosphere. CD adventuring at its best! And if you tire of detective work, why not make your own CD video with Kriss Kross?



BART ATTACK!

28 Never-before seen pics of Acclaim's next MS release. An exclusive on *BART VERSUS THE WORLD*. We've a SATELLITE SYSTEM to give away in our Bart compo, too!



IT'S GONNA BE MEGA



20 We've had to be patient, eh gamers? But Sega's latest and greatest piece of technology's here! Mat Yeo know's what's what with the Mega-CD.

TOP OF THE SPOTS



40 *SPOT* is the leanest, meanest dude to hit the Mega Drive in ages. Our 'In The Works' feature gives the full goss on Virgin's new hero and there's an interview with the programmer, David Perry.

COIN A PHRASE!

104 Oh joy! The sights and sounds of the arcades! Paul Wooding visits the Blackpool Amusements Show and plays the hottest coin-ops on the market.

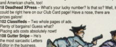
REGULARS

6 Gutter Talk – The latest news from America and Japan. Check out *Tiny Toons* on Mega Drive and *Final Fight* on CD. The latest Brit, Jap and American charts, too!

18 Deadhead XPress – What's your lucky number? Is that so? Well, it could be right here on our Club Card page! Have a nose, there are prizes galore!

102 Classifieds – Two whole pages of ads. Plenty of bargains! Guess what? Placing ads costs absolutely nowt!

108 Gutter Snipe – He's the most sarcastic Letters Editor in the business. Loads of 'helpful' replies and reader artwork in 'Off The Wall'. Just don't ask him about *Sonic 3*...



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Big Ed's decision is final in all competitions — so nah! Full rules are available on request. We can't guarantee to return anything sent to SEGA FORCE unless accompanied by an SAE and even then, we might lose it!

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Gotcha!

Hooray! After a century's wait *finally* the Mega-CD's set to trundle into a store near you! The price has come as a bit of a shock. We expected £199.99 but now find it's closer to the £270 mark!

It's a shame that 'CD day' didn't come around Christmas time — more parents would splash out during the festive season. Nevertheless, the machine looks set to be a wise investment.

Times have changed since the *Wonderdog* days. The Mega-CD's starting to show its true potential, with interactive mini-movies such as *Night Trap*, *Sewer Shark* and *Sherlock Holmes*. With the *Make My Video* series, we're urged to be creative rather than destructive for a change! When you think these games were produced well over two years ago, Heaven knows what's going on inside the minds of CD programmers as we write!

You can bet your bottom dollar the future's gonna be bright and with huge software houses like Acclaim leaping aboard the CD train, expect some stunning products over the coming months.

SO WE LIED!

In last month's Next Month (so to speak), we promised a full-colour booklet free on the cover of this month's issue. The observant among you will have noticed by now that only its cover's in colour (unless you're reading this abroad, where you don't get the books). No, we're not colour-blind, we just changed our minds — or had to due to 'circumstances beyond anyone's control' (excuse supplied by the Cliché of the Month Club). Anyway, you'll get it next month — we think...

SEEING DOUBLE SONIC

From the States, Marshal says: Don't let anybody tell ya Sega know when to say ENOUGH! They've just doubled the ante compared to Nintendo, by offering not just Sonic 1 but also Sonic 2 free when you buy the console set for $129 US (£86!). Let's see if the SNES can match that!

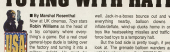
STREET FIGHTER II: IT'S OFFICIAL!

At last, it's confirmed! Wednesday 10 March, a special meeting took place in America. Editors from the top American console magazines were invited to **Sega**'s California base at Redwood City to witness an historic event. It was the grand unveiling of the game everyone's been waiting for: *Street Fighter II: Champion Edition!*

That's right, *SFII*'s finally on its way and looks like the hottest game around! Details are scarce at the moment but what's certain is it's the Mega Drive version. There had been speculation that Mega-CD *Street Fighter II* would be released first, but it's been postponed.

However, there are some facts we *can* reveal. For a start, it's going to be a 16 Meg cartridge. That's 16 Meg of pure action! **Capcom**, who developed the game, say it's vir-

TOYING WITH HATE

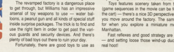


■ **By Marshal Rosenthal**

Now at UK cinemas, *Toys* stars **Robin Williams** as the head of a toy company where everything's a game. But a real cruel general-type dude is taking over the factory and turning it into a military delight. He must be stopped — both in the movie and **Absolute**'s new MD game

The revamped factory is a dangerous place to get through, but Williams has an impressive arsenal of toy weapons to use — water balloons, a peanut gun and all kinds of special stuff inside surprise packages. The trick is to find and use the right item in order to get past the various guards and security devices. And there's plenty of bad toys out there to ruin your day.

Fortunately, there are good toys to use as well. Jack-in-a-boxes bounce out and whack everything nearby, balloon clowns wildly inflate/deflate, wind-up ducks home in on bad toys like heatseeking missiles and traffic cops force bad toys to a temporary halt.



But the bad side is pretty tough, if pretty to look at. The grenade balloon wanders around until it touches you — then BOOM! Slime oozes along, helicopters and tanks track you and exploding elves are no treat from Santa.

Toys features scenery taken from the film (game sequences in the movie can be found in the cart) — there's a nice 3D perspective feel as you move around the factory. The same goes for when you explore a miniature model of Manhattan.

Fast reflexes and good strategy are a must — and setting loose those wind-up ducks is a real hoot!

tually a direct port of the arcade version.

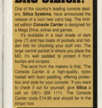
Surprisingly, the main sprites are said to be even larger than those in the SNES version. With larger figures, there might be a slight slow-down in the action but there's no word yet.

It's the Champ!

As it's the Champion Edition, you can play the boss characters (such as Sagat and Vega) and the same characters against each other in two-player mode (different colours, of course).

All of the moves have been included but Sega say you won't be able to use the normal three-button joypad. Instead, you're going to have to buy the new six-button controller Sega are releasing soon... another means of getting hard-earned dosh outta your pocket!.

Street Fighter II: Champion Edition is due for release in June in America (and not April, as virtually every other magazine in the business has been busily stating!) and we should see it in Britain soon after. No price has been fixed yet, but judging by early imports of the SNES version last year, Genesis or Japanese import copies will have a high figure slapped on them. We'll have even more news on this hot game next issue!



Soon Mega Drive game-freaks will also be able to face up to Vega, up top, and burly M. Bison!

BAG SILICA!

One of the country's leading console dealers, **Silica Systems**, have announced the release of a cool new carry bag. The limited edition **Console Carrier** is designed for a Mega Drive, extras and games.

It's available in a neat shade of dark grey (?) and has loads of pockets and hidden bits for chucking your stuff into. The large central pocket is where you place the MD; it's well padded to protect it from bumps and scrapes.

The word from the makers is that, 'The Console Carrier is a high-quality, nylon holdall with foam padding, offering protection and style for your console.' If you want to check it out for yourself, give **Silica** a call on (081) 309 1111. The Console Carrier costs £14.99 and should be in the shops now.

ADEY BABE'S MOST MEANINGFUL NATTER BIT

● **As part of their plan for world domination and the hearts and pockets of the young (like us) and impressionable (what, us?), Sega are busy developing a series of amusement centres at worldwide locations. In the UK, Sega opened a family entertainment centre called Metropolis in Hamley's Toy Shop, London. By the time you read this, the first big centre will be due for opening in Bournemouth. It'll feature merchandise, catering, laser games and an educational area that explains video game technology.**

● **Sega Japan, on the other hand, are planning to release 50 virtual reality theme parks over the next five years. Expect the full lowdown on the game centres in SEGA FORCE real soon...**

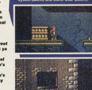
● **Hey! Great news about *Street Fighter II*, don't ya reckon? I can't tell you the relief on Gutter Snipe's face when he heard the game's coming this way soon. No more queries in his letters section! (Some hope! —GS.)**

ACCLAIM GAMING

Gutter Talk!

Krusty and Spidey come crashing onto the 8-bits, thanks to a highly Acclaimed software house. The webbed wonders, PAUL 'Black Widow' WOODING and WARREN 'Mary-Jane' LAPWORTH, get to grips with rats and arachnids!

Come face to face with the Sinister Six and make like Tarzan with those webs in Spiderman's second adventure, on Master System (above) and Game Gear (below).



Set for release next month are some hot Acclaim/Flying Edge titles, *Spider-Man 2: Return Of The Sinister Six*, *Krusty's Super Fun House* and *The Incredible Crash Dummies*. All will appear on MS and GG and look seriously cool! So without ado, let's take a plunge into the world of Peter Parker and his alter ego... Spider-Man!

After the first Spider-Man game, Mr Parker thought most of his troubles were over. But in the months of peace that followed, a collection of the most evil villains, led by Doctor Octopus, plotted to wreak havoc throughout New York!

They call themselves The Sinister Six and comprise of The Hobgoblin, Sandman, Electro, Mysterio, The Vulture and Doc Ock himself. Pretty sinister, eh? They've risen to taunt and destroy Spider-Man — only he stands between them and a glorious life of crime!

Shock treatment

You'd better know how to use spider webs, then, because *Spider-Man 2* involves loads of Tarzan impressions as you swing away from danger. You can also use webs as weapons, although you possess a pretty mean punch and kick!

Each level sees you in different surroundings: on the streets and factories with Electro, down in the caves with Sandman and so on. Completing a level doesn't just hinge on finding the way out — you have to solve a problem first, such as finding keys to open doors or dynamite to blow up rock falls.

But whatever you do, at the end of each level, you come face to face with one of The Sinister Six. Destroy him and it's one down, five to go in this all-out platform action game.

The graphics are a bit iffy and the versions have slightly different layouts, but both present a real challenge, particularly the speedier GG version.

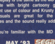
Spider-Man 2: Return Of The Sinister Six should be ready for review next issue. Watch out for it!

Krusty klassic!

Mega Drive *Krusty's Super Fun House* has been the favourite of many a deadhead. If you 8-bit owners fancied the look of it, you won't have to wait much longer — hopefully we'll review it next ish!

Gameplay is the same as the MD version, complete with bright cartoony graphics, excellent use of colour and Krusty speech! The visuals are great for the smaller machines and the sound really adds to the game.

If you're familiar with the MD version,





Gutter Talk!

you'll know it's a platform puzzle game which involves Krusty the Clown guiding pesky rats to a vermin-killing machine manned by one of The Simpsons. However, guiding these rats isn't just a question of giving them a route map and a compass! Oh no, Krusty's got to negotiate them up steep cliffs and through meandering pipes so they can be squashed, diced or fried!

Along the way, he encounters slippery snakes, roving robots and fiendish mazes that all need to be overcome if he's gonna rid the Fun House of its plague of rats!

Krusty's should be out sometime in May.

Who's a dummy?

Stunts! They're wild! They're wacky! They're *The Incredible Crash Dummies*! Stars of American public safety films and TV celebs, the Crash Dummies are about to spread their fame further with their own game.

Becoming a Dummy for a day (it's permanent with some of the people around here!), you have a limited amount of film with which to make a series of safety commercials. Overrun a few times and you're out of film and out of a job!

For your first stunt, throw yourself from the top of a tall building! Tear through canopies, avoid fires and land on the target painted on the ground. Bouncing on stronger canopies and hitting a flagpole earns bonus points but wastes time.

Later levels involve a stunt car, where you must collect enough air bags for a 'safe' high-speed collision with a wall! Then there's a new ski slope to test and some bombs to pack — but some fool's lit the damn things!

The Incredible Crash Dummies is funny, original and playable — a sure-fire winner! Check out the next SEGA FORCE for further news!

Krusty on Master System (top) and Game Gear (above), with those Crash Dummies on Game Gear (left and below) getting up to stunts.

B.O.B.'S YOUR UNCLE!

Although Electronic Arts are well known for their sports simulations, they're also hot when it comes to platform games. Past efforts have included *James Pond II* and *Rolo To The Rescue*. Now they're ready to launch a new character onto the MD.

B.O.B. is a teenage android with a mission. While on his way to a hot date, he crashes his dad's spaceship into an asteroid. He has to race against the clock to find a new spaceship and keep his blind date!

The action's side-scrolling, with 47 exciting levels to explore. There are plenty of colourful enemies to tackle, obstacles to overcome and loads of options. In fact, the options are what really make the game. B.O.B. can change weapons and use a variety of wacky gadgets to help him through tough levels.

***The Adventures Of B.O.B.* should be out within the next few months. Keep an eye on these pages for further details!**

DIZZY GOES OFFICIAL

It look like everything's coming up roses for **Codemasters**! They were set to go to court last month for producing Mega Drive games without **Sega**'s permission. However, a last minute settlement has saved the two parties from getting into a tangle of red tape.

Sega agreed to enter into a licence deal which essentially means every Codemasters game will get their seal of approval.

David Darling, Codemasters' Director, said, 'I am incredibly pleased with the way Sega has dealt with the situation. We have developed a contract which fulfils our desire to remain an active publisher, creating and manufacturing our product in the UK, while working alongside Sega's worldwide operation.'

The official word from **Frank Herman**, Deputy Managing Director of Sega Europe: 'We are pleased to welcome Codemasters into Sega's third-party licensing programme and feel sure they will continue to develop outstanding products.'

Now the two companies have sorted out their differences, expect to see some great Codemasters games. *Micro Machines* has already been reviewed (SEGA FORCE 14, 90%) and should be out soon, with *The Fantastic Adventures Of Dizzy* arriving later in the year.

SEGA & COKE TEAM-UP

Sega and soft drinks giant **Coca-Cola** are linking up as part of a massive marketing campaign starting in May with Coke's new advertising blitz. The soft drink makers are producing a new recyclable plastic Coke bottle in the 'classic' shape..

Coca-Cola have got Sega's cooperation in launching a nationwide competition. Some of the new bottles will have an 'Instant Win' promotion on them. Get the right one and you win one of thousands of prizes!

Up for grabs are 300 Mega-CDs and Mega Drives (worth £400), 500 Game Gears and 1,000 Coke/Sonic The Hedgehog baseball jackets and caps.

Expect to see Coke's new adverts on TV soon and keep an eye out for the special bottles — so much tastier than the ubiquitous can!


WARNING:
THIS ADVERT
CONTAINS
EXTREMELY GRAPHIC SCENES
MEGA-CD
SEGA
The new Sega Mega-CD, including 3 discs featuring 7 games. On sale April 2nd for £269.99. End of warning.
WOOLWORTHS
IT'S RIGHT UP YOUR STREET.
All items subject to availability

FIGHTING TALK

Gutter Talk!

■ **Norton Kai reporting from Japan**

Corking violence on licence from **Capcom**, the folks who made *Street Fighter II*! Originally a top-grossing coin-op, *Final Fight* preceded *Street Fighter* by several years. Now it's on Mega-CD

Owners of that 'other' 16-bit machine had a crack at this punch-up almost upon the launch of the machine, a couple of years back. But where they could only compete in one-player mode from a selection of just two characters, the **Sega** CD translation faithfully reproduces the five-round arcade original.

You have the choice of three characters, Haggar, Cody and Guy. Your job is to thump the Mad Gear gang, who kidnapped Hagar's daughter — who also happens to be Cody's betrothed! If you feel a bit overwhelmed, have a mate grab controller two and join the fray.

In yer face!

Gameplay is essentially the same as Sega's *Streets Of Rage/2*, but it's Sega that copied this title, not the other way round.

Each of the characters has a number of moves including punches, kicks, head-butts, knee-smashes, elbow-smashes, throws and so on.

Attack moves are determined by your proximity to opponents. If you're at a distance, you kick, if you're close, you grab and knee your opponent in the face — that sort of thing.

Besides the regular side-scrolling action rounds, there's a time trial mode in which you have to pulverise as many Mad Gear creeps, cretins and criminals as possible in a set amount of time.

Not exactly hyper-intellectual, but *Final Fight* is certainly what the doctor ordered to keep you busy while you wait for Sega's announcement on *Street Fighter II: Champion Edition* CD!

Faithfully reproducing the five-round arcade original, the Mega-CD *Final Fight* boasts plenty of tough street fightin' action and great graphics.

Choose from Haggar, Cody or Guy to play, and get ready to thump the Mad Gear gang — some of them above.

Below: the Time Trial round takes place high above the road deck of a bridge.

THE ULT

Feast your eyes on these screenshots! If you thought polygons were cool for realistically-moving flight sims but not particularly realistic-*looking*, think again.

Check out the space fighter in the opening sequence of **Game Arts**' upcoming 3D shooter CD, *Sylpheed* (*Silpheed* in the USA). It's composed of hundreds of polygons, as opposed to the dozen or so used by other flight sims.

Of course, in actual gameplay, your fighter's reduced to a basic outline with much fewer polygons, but backgrounds and surrounding game fields are all superbly polygonised.

For example, even geographical landmarks like mountains and hills are composed of fractals and polygons — up to half a million per screen. (In contrast, Sega's 32-bit *Virtua Racing* arcade sim uses just 6,000 per screen.) The use of so many polygons should eliminate the jerkiness associated with the average polygon-based sim.

Sylpheed's plot has yet to be revealed, but one can imagine it being the run-of-the-mill 'the Earth is under invasion by intergalactic scum and you're the only hope'. But hey, that doesn't matter when a game looks this spectacular!

Game Arts haven't announced when this title will be released, but when it is, it should establish the standards by which 3D games are measured. Finally, a truly magnificent title that promises to make the best use of CD-ROM and the Mega-CD's sadly under-used CPU. ■ ***Norton Kai***



D&D: REAL LIVE ACTION!

TSR are world famous for their *Dungeons & Dragons* fantasy roleplaying games, but now they're making movies — kinda. Their new game, *Dragon Strike*, comes with a full-length movie introducing the characters and their story. The live-action video cost $1 million to make and features special effects by guys who work for Lucasfilm.

There's an evil wizard to find and destroy, plenty of humour and ugly creatures taking on the four heroes — a warrior, elf, wizard and thief. The board game starts where the movie ends, with players striving to escape traps and kill ugly monsters.

But it's the video that makes the product, heavy with effects — undead skeletons, all kinds of magic bouncing off stone walls... TSR are even doing 'teasers' and showing clips from the video at movie theatres, like it was the trailer



…MATE IN 3D?

Composed of hundreds of polygons per frame, jerkiness should be eliminated from Sylpheed. Even the geographic detail is made from fractal graphics.

for an upcoming film. You'll want to see this vid — but you'll have to wait.

I don't like being teased either, but whaddaya gonna do? In this case, persuade the folks at TSR to give SEGA FORCE a set of their 1993 Fantasy Calendars. One's Dragonlance & Other Worlds, featuring six top artists, the Page 3 version's Women Of Fantasy — tough and mystical women inhabiting the world of action and adventure.

To win one, write to **TSR Calendar Comp** at the usual address with the answer to this question: Which actor played Conan the Barbarian?

■ ***Marshal Rosenthal***

TSR game in stylised setting for show: this castle's a big toy, really, but you can get into the mood with their new movie feature start to *Dragon Strike*.

DAILY PLANET

METROPOLIS ATTACKED

SUPERMAN

With boxers over his shellsuit, PAUL 'Is He Alive?' WOODING looks like his favourite superhero! He can't fire occular energy beams but he's better at public speaking. Lead on, Avenger of the Faith!

Virgin are fast becoming a leading force in Sega software. They're releasing the fantastic *Global Gladiators* on MS and GG and have given us a sneak preview of *Spot* on the MD, but don't think they're stopping there! Game Freak Alley has the lowdown on other new titles **Virgin** are going to spring (little seasonal joke, there!) upon us real soon!

Get ready for the X-ray spec chappy himself — Superman — as he battles to rescue Lois Lane and defeat his old adversaries! We gave the MD game a sneak preview in Issue 13 but now we've got our hands on finished MS and GG versions and can give you all the info about the world's most famous hero.

The game sees you flying around the rooftops of Metropolis defeating anyone, be they human or humanoid, who stands in your way! You can take to the air any time you want, and provided you have the correct power-up, you can fire while flying. When you're on the ground, punch and jump to get out of trouble.

It's for the kids!

Initially, you can only punch your foes, but pick up Superman logos and you gain special powers like laser beam eyes and super sonic punches which aid your quest no end.

Don't think these power-ups make your job dead easy — they sure don't! Electrical barriers and robotic guardians block your path on every rooftop, while missiles and cannons hound you in the sewers as you hunt for kidnapped children!

You often come face to face with some of Superman's better known enemies who need loads of pummelling before they succumb to the Man of Steel!

Levels include subways, sewers and rooftops where various tasks have to be completed in order to progress to the next level.

Noticeably faster on the Game Gear (two close ups at the top) than Master System, both versions have smooth-scrolling graphics.

Both versions have bright, cartoon-like graphics, smooth scrolling and sharp effects. The GG version's noticeably faster and is a mixed blessing: some sections benefit from the speed increase, others are made harder.

Reckon you've got what it takes to be a Man of Steel? Look out for our review soon! ■

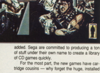
Gutter Talk!

MEET MR CD

The **Sega-CD** player is now part and parcel of the gaming world. Having sold nearly 40,000 machines when it came out under limited distribution here in the States, sales continues to rise. Sega anticipate a million players out the door by the end of the year.

More importantly, new software is finally starting to flow out of the gate (see our feature on page 20) — vibrant, exciting stuff that isn't just a cartridge stuck onto CD with a little music added. Sega are committed to producing a ton of stuff under their own name to create a library of CD games quickly.





For the most part, the new games have cartridge cousins — why forget the huge, installed base of MD/Genesis owners? But as the games become more involved, more complex, we'll see CD-specific titles, with at best watered-down versions for cartridge use.



Innovative perspective in Joe Montana and a bleak future in Rise of the Dragon (left) on CD.

Here's what CD titles are the ones most looked forward to in the States...

Football fans will go for the fast action of *Joe Montana NFL Football*. Look at all you get: innovative first-person perspective, high-speed action, 3D graphics and great sound effects. Montana himself shows up to give tips and help you perform better — there's even a cheerleading squad to give you an ego boost!

Play with all 28 NFL teams in exhibition, season, play-off and Super Bowl modes, or challenge one of the ten best teams of all time, from the 1967 Packers up to the '72 Dolphins or '84 49ers. All with full-motion video and animation, multiple camera angles and over 600 player animations.

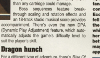
We all know how tough *Indiana Jones* is, but his CD adventure is the greatest challenge yet! Join him on a dangerous mission to remote corners of the globe, as he strives to intercept the plans for the ultimate German superweapon from a cut-throat syndicate of sinister scientists.

Arcade action and quick thinking are required — you have to know when to run as well as when to fight. Battle foes at the mystical site of Machu Picchu, in the Bazaars of India, at London's Big Ben and more, all rendered with stunning realism. *Indiana Jones* features twice as many levels and more gameplay depth than any cartridge could manage.

Boss sequences feature breakthrough scaling and rotation effects and an 18-track studio musical score provides accompaniment. There's even the new DPA (Dynamic Play Adjustment) feature, which automatically adjusts the game's difficulty level to suit the player's skill.

Dragon hunch





For a different type of adventure, there's *Rise Of The Dragon*. It's a bleak future and you're a private eye, asked to find the missing daughter of the Mayor of New Los Angeles. Moving around this seedy world means plenty of trouble and strange experiences.

You use a simple control interface to pick up and examine objects, move around and talk to various characters. Terrific animation combines with cartoon-like cutaways, dozens of puzzles to solve and cinematic techniques.

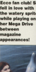
The complex storyline allows numerous methods of survival as you search for the mysterious Dragon, the Big Boss. Digitised art and sound effects add to the excitement, as do all kinds of bizarre weapons and electronic gadgets — just be careful they're not used *against* you!

Other titles include *Sherlock Holmes* (reviewed on page 70), *Final Fight* (news item from Japan on page10) and *Ecco the Dolphin*

■ ***Marshal Rosenthal***

WATER MUSIC!

Talking on Ecco on CD (as we were one column to the left...) Cathy Dennis, that well-known songstress-cum-tipster-cum-Sega fanatic, has been converted to the Ecco fan club! She fell in love with the watery sprite while playing on her Mega Drive between magazine appearances!





Apparently, after an overdose on Ecco: The Dolphin, she flew out to Florida with Sega to spend time with real dolphins. She learnt to communicate with them using hand signals but couldn't convince them her favourite Sega mag's a good read!

WHAT IN THE WORLD?!

The *Wayne's World* game isn't quite finished but there's plenty of related merchandise. My favourites are the Garth glasses and hair **Tiger Electronics**. High fashion — NOT!

For those who can't wait for the cart, **Mattel** have a *Wayne's World* VCR game. You not only get a neat board to play on, but original footage on tape of Wayne and Garth, instructing you how best to play the timed game. They even show up now and again to interact with you (as much as a TV screen allows).

Also coming soon is a *WW* dice game called *NOT* and a 3D card game, using those incredible cellophane glasses.

Okay, I can tell ya a *bit* about **THQ**'s *Wayne's World*. It's radically bizarre. You're bopping along in the Mirthmobile, looking for bucks to keep your stupid cable show on the air and fighting off mean executive types.



Wayne and Garth wigs, hats and card games keep Americans happy till the game arrives on Mega Drive.

Digitised images pop up now and then, and the Wayne figure has a huge, obnoxious face and a weapon-firing. Have patience and wait for the preview next month.

■ ***Marshal Rosenthal***

KICKED OFF!

Satellite TV watchers will be aware of **Sega**'s FA Cup sponsorship on **BSkyB** for the 1994 World Cup. So if you wondered what the England team are doing telling jokes with Game Gears in their hands during half-time, they're auditioning for GamesMaster!



Chris Woods, England and Sheffield Wednesday's goalkeeper, finds something funny in a Game Gear.



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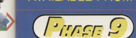


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RUMBLES IN THE JUNGLE!

Gutter Talk!

The madman may be dead but his son is alive and kicking! He's joined forces with South American drug barons and intends to wreak havoc on American citizens throughout the free world!

Jungle Strike — the follow-up to Electronic Arts' award-winning *Desert Strike* — takes the war scenario of the first game one step further. You don't just control a helicopter, oh no, you've got to master *four* combat vehicles: a Comanche attack chopper, Stealth Fighter, armed attack hovercraft and a Special Forces motorbike!

And you have to put these vehicles through their paces in nine different missions, taking place over various locations, including Washington DC and the tropical jungles of South America!

Jungle Strike promises to be one of the best games ever to grace the MD. With a 16 Meg of memory to play with (the same as *Streets Of Rage 2*), the end result is going to be something stunning! Expect to see *Jungle Strike* in the shops around late June/early July. The price hasn't been decided but you can bet it's worth every penny!

Keep your eyes glued to these pages for more news and a preview — soon!

Top: Washington DC makes a delightful location for some aerial combat.

Top right: your armoured hovercraft attacks an enemy bridge with devastating effect.

The White House (above, right) is still a centre of attraction when it comes to terrorist action.

Right: okay, that's enough of the chopper, time to clamber aboard the hovercraft and take on some watery fire-fighting.

Below, right: coming up behind a motorcade.

Eat your carrots: in Jungle Strike you need good nightsight for the dark scenes. Fortunately, the programmers have been kind and made some of the ground attack sequences just light enough to see something. Here, the action takes place over the dark of the South American jungles.



MUSICAL-MANIA!

Virgin Games have linked up with music giants **Polygram** to produce a ground-breaking dance record. On 5 April they simultaneously release both *Mega-lo-Mania*, the game, and *Mega-lo-Mania*, the album. The game's already hailed as one of the top MD games of the year.

As a teaser, a single's been lifted from the album to hopefully storm the charts. *Mega-lo-Mania (Goin' all the way)* is by **Dubery**, featuring **Elaine Vassela**. It's been remixed by hot dance guru **Joey Negro** and hits the shops on 22 March. This is the first time an unusual venture like this has been attempted. The album features such diverse artists as **The Reese Project, Capella, Sybil, Evolution, Eden** and many more.

Polygram's **John Cavanagh** told SEGA FORCE, 'We welcome the phenomenal growth in the video game market. We don't see it as a threat to pop music but a natural ally. We're extremely pleased to be working closely with Virgin to create this truly multimedia event.'

The *Mega-lo-Mania* album is in the shops from April 5 on all formats. Mega music for your ears!

MAKING THE M.O.S.T. OF IT

Compatibility between different game consoles is probably never going to happen. But the first step might be computer CD-ROM, thanks to Compton's NewMedia and their M.O.S.T. technology.

Standing for Multiple Operation System Technology, it enables data on a single disk to be accessed by a variety of platforms, including DOS, Windows, Macintosh and the new Sony multimedia player format (MMCD). With luck, lots of manufacturers will use the licensed technology; it means they can make different versions of utilities and games available at less cost.

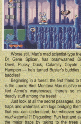
■ Marshal

IT'S THE REAL THING!

At the recent **Winter CES**, **Sega** showed off their latest piece of hardware for the Mega Drive. How's this grab you: a virtual reality headset! The company's been researching VR for years but technological advances have made home VR a possibility.

The system is currently called **Virtual VR** and utilises a helmet (for projecting the 3D images) and a device that slots into the MD's cartridge port. The helmet's a lot smaller than those you see in the arcades as Sega have put a lot of technology into the plug-in device.

Although the graphics produced aren't as complex as arcade machines', the MD and VR system can handle complicated polygon construction. Rumours are that the hit arcade machine, *Virtua Racing* (see page 104), will be converted to Virtual VR. Whether it could translate well remains to be seen.



Sega want to get Virtual VR in American shops by the autumn with a $200 (£135) price tag. At the time of release, there will only be one game available (probably *Virtua Racing*) but expect three more by the end of the year. These should include a shooting game, flight simulator and fantasy action game. If everything goes according to plan, you'll be playing VR in your own home by Christmas!

TINY TOONS

The classic Warner Brothers characters are back, as students at the Acme Looniversity. Join the BLACK MARSHAL as the junior stars of Spielberg's cartoon series get into more scrapes and scuffles.

This came in just as we were off to the press, so rather than hurry a full-scale review through and not be able to do the toonsters justice, we saved it up for next month and went with Marshal's pre-play. Take it away Marsh...

So what did Buster Bunny expect? He found a treasure map and showed it to his Toon Land rival, Montana Max. Of course, Max swiped it. Now you, as Buster, have to find him and rescue Babs Bunny, Fifi and Shirley the Loon, who Max kidnapped for good measure.



Worse still, Max's mad scientist-type friend, Dr Gene Splicer, has brainwashed Dizzy Devil, Plucky Duck, Calamity Coyote and Hampton — he's turned Buster's buddies into baddies!

Beginning in a forest, the first friend to free is the Loonie Bird. Montana Max must've emptied Acme's warehouses, there's so much deadly stuff among the trees!

Just look at all the secret passages, spiked traps and waterfalls with logs bridging them — that you can understand, but whoever saw a *mud* waterfall?! Disgusting! Run fast and avoid the major traps by taking to the trees and using the ropes strung around to climb across or slide down.

Going up!

Good thing that there's so many carrots around. They add points, but more importantly, collect 50 and you get a special friend token. Then all you need do is press a button to blow your whistle and watch a friendly vulture drop an anvil on the nearest baddy, or listen for the 'meep meep' as the Road Runner blasts right through 'em.



Unlike many scrolling games, you can go back the way you came and grab more stuff to take to the next round — if you survive. Lose a life and you start the round all over again. If you go back, look for hidden hearts: they restore health.

The baddies really stink. Vampire bats that know just when to pounce, tomato-throwing vultures, strange underwater creatures in sink holes and beneath the surface and plenty of rats — some of them on pogo sticks!

There are too many wood traps. Somebody seems to be really into Woody Woodpecking, 'cause there's a whole section with tree trunks cut open. If you follow the arrows, the trunks act like escalators. Trouble is, there aren't any floor buttons; you can see where you're going but can't stop until the ride's over.

Look, Buster!

The Underground Caverns have razor-sharp spikes peeking out from innocent places and a motley assortment of walking fish. And what would Underground Caverns be if they didn't have steep ramps you had to climb or race down? Don't hang around — a huge boulder follows you, à la *Raiders Of the Lost Ark*.

Tiny Toons best features are the character graphics and backgrounds, both rendered tight 'n' hot. The animation when Buster runs, the grimace on the face of the tomato-tossing birds, the stupid, perplexed look of the bears — it all adds up to the cartoon look a game like *Tiny Toons has* to have.

As the leading sprite, Buster rightly has many cute and impressive animation touches. His ears flap as he takes a bound, races along with a cloud of smoke in his wake, sprawls on the ground as he slides and scrunches up nicely when he smacks into something.

Cloud-hopping

Bi-directional scrolling backgrounds, parallax or no, ain't new anymore, and backgrounds are



Gutter Talk!

like muzak in elevators — you know it's there but don't care. But take a moment and check out the forest of trees... they seem to go on forever. Whoever did the backgrounds knows his Warner Brothers.

Some neat special graphic effects here, too. When you're up near the clouds and start jumping into the tree tops, you disappear inside the greenery, sending leaves fluttering.

Tiny Toons doesn't require deep thought, just quick reflexes in a race to end each round. Complete a few and meet Gene Splicer, who's got Dizzy Devil under mind control. While Dizzy's whirling at ya, the mad scientist leaps around.

Happily, you can continue — to your hearts content. Just check out the passcode on the end screen when you've lost all three lives. You can continue or quit and pick up where you left off later.

There's a lot to pick up on, because *Tiny Toons* is literally *packed* with levels. Tight graphics, tuf sound effects and that sickening, neverending theme song lull you into thinking it's easy... No way!

TURTLE TROLL POWER

Just to show some licences continue to be extremely popular, consider this: licensing for the Teenage Mutant Ninja Turtles is holding steady these days to the tune of about $200 million a year (yeh, it's a drop from 500 a while back, but big deal).

The video game side has been locked-in by Konami on the Nintendo and now Sega (see review, pages 76–79). But word from Playmates Toys, the Turtle licence leaders, is they're going to produce video games based on the Fab Fighting Four. For which consoles and what that means for existing manufacturers is unknown, but you'll hear it here first, natch.

Speaking of Playmates, I scoped out the New York Toy Fair and found the Teenage Mutant Ninja Turtle Trolls!! Terrifying, isn't it?! But the figures are so damn horrific, you'll simply want 'em.

MORTAL KOMBAT

Acclaim have secured the rights to one of the most popular arcade games around. *Mortal Kombat* is being developed for use on the Mega Drive, Mega-CD and Game Gear, all featuring superb graphics and sound. The CD version will be the most accurate conversion, with better sound and stunning visuals.

That doesn't mean the MD game's a poor effort. The 16 Meg monster contains all the characters and special moves from the arcade. As you can see from the pics, the sprites are extremely realistic and there appears to be no difference between them and the SNES *Mortal Kombat* graphics.

The new six-button joypad Sega are releasing will probably be needed to execute all the moves. The Game Gear has to make do with just two buttons so some moves are sure to be lost.

The advantage the Sega version will have over its Nintendo competitor is the amount of violence! Nintendo are likely to opt for less gore and bloodshed — Sega want *all* the action. No censorship here, folks!

Expect to see *Mortal Kombat* on MD and GG this summer, the M-CD version to follow. More news as we get it — until then, gawp at the visuals!

DOMARK DECLARATION

As usual, those top-notch game dudes, Domark, have some cool games lined up for release this year! First up is the long-awaited flight sim, *MiG 29*.

This features superb 3D polygon graphics that help make the flying experience extremely realistic. You'll be able to play from inside the aircraft's cockpit or switch to an external view of the plane. Take to the skies and dogfight with some of the most impressive hardware around!

For sports fans who like their action ruff and ready, there's *International Rugby*. Yes, the game you loved to hate at school is winging its way to the MD. It will have a John Madden feel to it as players have to use various plays and tactics to score. Choose from the top teams in the world (and England!) and play single matches or even full leagues.

The action's seen from above the pitch and onscreen displays show time remaining, team stats and an overview of the whole field. Enter into the scrum, kick loads of big blokes in the shins and hope to find the ball!

The release date for both games will be announced soon. We'll give you full details when we get 'em.

Fully-filled polygons give a realistic feel to Domark's *Mig 29* flight sim. Below: a sport often overlooked in video games gets the tactical treatment in *International Rugby*.



STICKS AND STONES!

Spectravideo, those wacky joystick makers, have loads of new goodies on offer. First off the bat is their neat Game Gear battery adaptor.

There you are, playing your favourite portable game, when suddenly the power goes. Panic time! It doesn't have to be, though. This device gives two hours of continuous play from a rechargeable pack that plugs into the mains. Recharge the pack, slap it into the GG and you're away. No more worries about naff batteries or limited gameplay time for only £29.99.

Next up is a strange-looking device called the Foot Pedal. Squarely aimed at the racing nut, this unit's placed on the floor and acts as a car's pedals. Stick your feet down to use the clutch, brake and accelerator.

It's fully compatible with both the Mega Drive and Master System and retails at £29.99. Cor, worra bargain!

Finally, the latest Spectravideo joystick is the Megastar and it's built to take a pounding! Compatible with MS and MD, it features an eight-directional arcade-style control stick, autofire, slow motion, transparent casing and a shock-absorbent body.

This is a joystick for the serious games-player at £29.99.

All these items should be available any day now so keep an eye out for 'em at your local games shop.

A joystick built to last, from Spectravideo.

SEGA FORCE — Virgin GAMES CENTRE

Cart Charts

Thinking of buying a game? Have a butcher's at the latest Cart Charts and discover what other gamers are playing. Has good old Sonic been knocked off his spiky throne and out on his tail?

MEGA DRIVE

1	NE	PGA GOLF 2
2	NE	ROAD RASH 2
3	NE	LEMMINGS
4	NE	STREETS OF RAGE 2
5	▼	SONIC 2
6	▲	DESERT STRIKE
7	▲	TAZMANIA
8	▼	JOHN MADDEN '93
9	NE	ROLO TO THE RESCUE
10	▼	MICKEY AND DONALD

Just look at those new entries! Electronic Arts should be pleased — three of 'em are theirs! We're surprised *Streets Of Rage 2* didn't enter higher. Maybe it'll creep up next month? It seems sequels are where it's at!

The giants hold the top three slots! Sonic, Taz and those cute likkle lemmings were at the same positions last month. *Tom and Jerry* makes an appearance at number seven, but it's gonna take a lot to knock our mates off the top.

GAME GEAR

1	NE	S. SPACE INVADERS
2	▼	SONIC 2
3	▼	LEMMINGS
4	▲	TAZMANIA
5	NE	ALIEN 3
6	▲	SUPER KICK OFF
7	▼	SUPER OFF ROAD
8	▲	STREETS OF RAGE
9	▼	PRINCE OF PERSIA
10	▼	THE TERMINATOR

Good grief! Sonic's been ousted! Domark's *Super Space Invaders* blasts into the Number One slot. Just goes to prove that nasty basts are still popular! Looks like many other titles are on the downward slope!

MASTER SYSTEM

1	→	SONIC 2
2	NE	LEMMINGS
3	▲	TAZ-MANIA
4	▲	MICKEY MOUSE
5	▲	WC LEADERBOARD
6	NE	SPEEDBALL 2
7	▼	TRANSBOT
8	NE	TOM & JERRY
9	▲	ASTERIX
10	▲	HEAVYWEIGHT CHAMP

EAST AND WEST CHART ATTACK!

He's still there! Our blue buddy's top of the charts, but check out Electronic Arts, their sports games are riding high

1	SONIC 2	Sega	Platform
2	JOHN MADDEN '93	EA	Sport
3	NHLPA HOCKEY '93	EA	Sport
4	NFL SPORTS FOOTBALL	Sega	Sport
5	STREETS OF RAGE 2	Sega	Fighting
6	ROAD RASH 2	EA	Racing
7	TAZ-MANIA	Sega	Platform
8	WORLD OF ILLUSION	Sega	Platformt
9	T2:ARCADE GAME	Arena	Action
10	BULLS VS BLAZERS	EA	Sport

The best MD beat-'em-up to date blasts straight in at Number One, while good old Sonic slips to number four.

1	STREETS OF RAGE 2	Sega	Fighting
2	PUYO PUYO	Sega	Action puzzle
3	YUMMIX CD	Game Arts	Adventure
4	SONIC 2	Sega	Platform
5	GAMBLER 2 CD	Game Arts	Board game
6	LANDSTALKER	Sega	Action RPG
7	MICKEY AND DONALD	Sega	Platform
8	SHININO FORCE	Sega	War sim
9	CAPCOM'S QUIZ KING	Sims	Quiz
10	EUROPEAN FRONT	Koei	War sim

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Call cost 36p/min (cheap rate), 48p/min (all other times). Please ask permission before you call. Maximum length of call is 5.5 minutes, which costs £1.98 (cheap rate), £2.64 (other times). We advise you to call at cheap rate. A full list of rules etc is available by sending an SAE to: Megafone (Sega XPress), Sandylands House, Morecambe, Lancs LA3 1DG.
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Yakumo Fujii is the hero of this story. Abandoned as a young child, first by his mother and then his father, his misfortune continues when his father, a professor of ethnology, dies in Tibet. One day, he meets Pai on his way to work. She carries a letter from his dead father...
Pai is the heroine. Said to be about 300 years old, she is a survivor of a legendary tribe who use magic to gain eternal life. She has a third eye in her forehead and when it opens, her personality drastically alters. Pai yearns to be human but can't quite remember why...
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VENUS WARS
Odin

If the best things are worth waiting for, Sega's made sure our mouths are well watered for the great Mega-CD. Only 16 months (!) after its Japan launch the revolutionary home gamesplaying wonder is officially with us. Ready to step forward to the future? MAT YEO is!



BACK TO THE FUTURE

In the first week of April, Sega are set to release the Mega-CD in Europe. With this wondrous device, they hope to revolutionise the gamesplaying world once more — and it looks like they could do it!

As with other hardware and software, Sega opted to launch the Mega-CD in the Far East. The machine was first released in Japan on December 12 1991. It was instantly hailed as the future of gamesplaying and flew off the shelves into eager MD gamers' homes.

Since we reported on the Mega-CD way back in Issue 1 of SEGA FORCE and had the first unit into the country to experiment with in Issue 2, there have been several major developments in the world of CD gaming. The Mega-CD was finally launched in America last Christmas (or Sega CD as it's known out there) and sales figures have been phenomenal. The first 35,000 units sold out within 48 hours! Sega USA are working around the clock to produce enough machines to keep up with demand and stocks are said to have reached as high as 400,000.

So now that sales in Japan are steadying and Americans have had their first CD-ROM taste, it's time for Europe to get a look-in.

How much?!

Major British high street stores will receive as many of the units as Sega Europe can dish out — you'll be able to buy a Mega-CD for a whopping £279.99!

Why the high price? First, this is an expensive piece of kit. It's essentially a powerful CD player that can be used in conjunction with CD games, music CDs and CD+Gs (more on those later).

Second, you get three CD games bundled with the machine to get you started. These are *Sol-Feace* (a shoot-'em-up, reviewed in SEGA FORCE Issue 2, February 1992), *Cobra Command* (formerly known as *Thunderstorm FX*) and a five-in-one disc, featuring *Golden Axe*, *Streets Of Rage*, *Revenge Of Shinobi*, *Columns* and *Super Monaco GP*. The price will come down — but not till autumn at the earliest.

The other important item, not to be forgotten, is that you need a Mega Drive. The MD sits on top of the Mega-CD, connected from the side via an extension port. Once that's in place, you need a power supply running to both the MD and M-CD. Switch on the MD and you're away!

Action!

You're greeted by Sega and Mega-CD logos while superb stereo sound pumps out of your speakers. Sit back for a few minutes and the M-CD rotates the logos, spinning them across the screen, zooming



TECH SPECS

Microprocessor (CPU)
MOTOROLA 68000 @ 12.5 MHz

Graphics Processor
CUSTOM ASIC

RAM
6 MBit (program, picture and sound data)
512 KBit (PCM waveform memory)
128 KBit (CD-ROM data cache memory)
64 KBit (back-up memory)

Boot RAM
1 MBit (CD game BIOS, CD player software, CD+G compatible)

Access Time
ONE SECOND (approximately)

Sound Circuitry
PCM SOUND SOURCE: stereo, eight channels
SAMPLING WAVELENGTH: 32 KHz max
16-BIT D/A CONVERTER
8 x INTERNAL OVER-SAMPLING
DIGITAL FILTER

Audio Characteristics
FREQUENCY RANGE: 20 Hz–20 KHz
SIGNAL TO NOISE RATIO (S/N): >90 DbB @ 1KHz
CHANNEL SEPARATION: >90 Db
AUDIO OUTPUT (stereo)
LINE OUT: RCA pin jacks x 2 (L/R)

Dimensions
301 mm (width)
212.5 mm (depth)
112.5 mm (height)

Weight
1.4 Kg (3.1 lb)

and twisting them to show off the new graphic capabilities built into the machine.

There are no buttons on the CD player. All actions are controlled from an onscreen panel. Use the joypad to move a pointer and highlight the option you want (see control box). Select eject from the menu and the nifty drawer on the front of the machine slides smoothly out.

There are two indicators on the front of the M-CD: green for Play and red for Access. When the machine's switched on, the green operating light comes on. If a CD game's being played, the Access light flashes to tell you information is being processed.

Take a quick look round the back of the machine and once again there isn't much to see. There's only phono sockets for linking your CD unit to a hi-fi system and an AC adaptor socket. It's what's inside the Mega-CD that makes it such a hot item.

Two in one

First is the CPU (central processing unit), which is a Motorola 68000 processor — part of the chip family that powers many higher-end computers like the Apple Macintosh. This is essentially the same chip you also find in the Mega Drive but it runs at 12.5 MHz instead of 7.5 MHz — ie, 67% faster.

Programmers are currently working on a nifty way of getting the two processors to run independent programs at the same time. This would result in a computer hardware trick called parallel processing and provide some stunning effects in the future.

Runaway success: In the States the Sega-CD, as it's known over there, is selling in the tens of thousands every month.

The faster speed of the processor means access time is dramatically reduced. You won't spend time twiddling your thumbs for the next part of a game to appear.

The other important bits are the custom graphic chips. These little beauties will make you the envy of every Super Nintendo owner! The Mega-CD can do everything the SNES can and a whole lot more. Expect to see massive sprites and neat tricks such as scaling and 360-degree rotation.

The M-CD has its own version of the SNES's Mode 7 to handle problems such as 3D race tracks with ease. Multiple sprites can be twisted, faded out and enlarged, all smoothly and quickly, thanks to the chips' built-in routines.

"There's no hope of Nintendo releasing a CD-ROM unit this year, so Sega have the market to themselves"

Cart x 1100!

Another feature the Mega-CD shouts about is its massive memory capacity. Sega boasts that this is 'one of the biggest advances for home video games playing'. It's not hard to see why. Whereas a normal Mega Drive cartridge can hold up to 500,000 units of memory (half a megabyte), a Mega-CD can hold 576,716,800 units (550 megabytes).

With all this memory, there's room on a CD for digitised film footage. Games such as *Sewer Shark* (see review on page 86) and *Night Trap* already utilise film footage to make interactive games. They're so realistic you can be mistaken in thinking you're participating in a movie!

Well, almost — the fps (frames per second) rate in these games is around 15. However, future games, such as *Dracula* from Psygnosis will play at 30fps and look even more stunning. (In the cinema, movies run at a standard 24fps, while British TV shows them at 25fps to link up with the electrical mains frequency of 50Hz — two electrical cycles per frame. In the States the mains frequency is 60Hz, so their TV uses 30fps for TV, and games.)

Colour MD bad

Unfortunately, interactive video takes a lot of memory and processor time. For it to work properly, the programmers have to reduce the filmed image so it only fills part of the screen. The surrounding area is filled with a flat colour or a basic MD background.

The MD can only handle 64 colours at once so the image is reproduced using this limited range. Even after that, programmers have to use special data compression techniques to get video images working.

The effect is stunning, though! Play *Night Trap* for a few minutes and you soon forget its a console game. The images are amazing!

Sega are developing new ways of getting more colours onscreen and they'll probably utilise special chips in future cartridge releases.

Go ahead, punk!

The laser drive in the Mega-CD was produced by Sony to the same standard as top-of-the-range audio

SEGA HOLLYWOOD

In video gaming a 'movie tie-in' once meant a few small sprites masquerading as silver screen heroes. Now, with CD, you can actually enjoy an interactive movie experience. Of course, the big Hollywood stars aren't exactly queueing up to star in games yet... but they will.

Anticipating a new trend in movie-realistic games, Sega in the States opened its multi-media studio in Redwood City, California, months back. Here, in a sort of mini Hollywood, electronics, props, model-making, construction and musical experts combine to create the ideal material for the new generation of Sega Mega-CD games.

In a fully-equipped TV studio, actors do their bit in front of the cameras, ready to be digitised. The connection to Hollywood is not so far-fetched, either. *Sewer Shark* (reviewed on page 86) was 'directed' by special effects wizard John Dykstra (*Star Wars*, *Battlestar Galactica*).

Above: a broom acts as a weapon in the video studio. Left: the art department uses all sorts of props for inspiration at Sega's Redwood City centre.

In the States The Sega CD's bundled with the *Sega Classics Arcade Collection* (reviewed last issue) and *Sherlock Holmes* (reviewed this issue). They come in neat cardboard packs, while commercially available CD games are presented in larger-sized boxes, like the *Kriss Kross* one below, with normal CD cases inside.

CD players.

The eight-channel PCM sound generator inside produces sound effects and music that are out of this world!

The machine has stereo sound and hooked up to a hi-fi adds a new dimension to gamesplaying. CD games have incredible sampled sound effects, speech and perfect CD-quality music.

"Make Your Own Video CDs — selling well in the States — aren't exactly games but are just as much fun"

For instance, the *Make Your Own Video* CDs have been selling very well in the States. These aren't exactly games but are just as much fun. You're given the task of editing together your own video from a selection of tracks by well-known artists, which currently include Kriss Kross (see the full review on page 90), Marky Mark and INXS.

Because of the superb sound and graphics capabilities of the Mega-CD, these videos have perfect sound and vision, demonstrating the machine's awesome potential. Who knows? When you buy a CD by your favourite band in the future, you could also get their videos on the same disc! The potential is incredible.

Free CD G?

Also included in the M-CD is 8K of backup RAM (random access memory). This means you can save your position in a CD game and return to it later. So if you're halfway through an RPG and your tea's ready, don't fret! Save the game and the machine holds the data for up to 30 days.

In Japan, a special backup RAM cartridge has been released. This does the same job as the M-CD's chip but with its battery backup, you can save a game indefinitely.

Of course, the Mega-CD doesn't just have to play CD games. The unit's also a mini hi-fi system. You can play 3-inch and 5-inch audio discs, so if you're fed up of playing a game, why not chill out to the latest tunes? Listen to them through headphones (in the MD headphone socket) or link the machine up to your stereo.

The Mega-CD can also play CD+G discs. If you haven't heard of these before, it's probably because they're not popular in this country at the moment. That could change.

CD+Gs are essentially audio CDs that are accompanied by images. The images can be digitised still pictures or colourful patterns. Sega may bundle a CD+G and music disc with the Mega-CD, but as we went to press, they were unsure.

Just you wait...

The future of the Mega-CD certainly looks rosy. With high sales in both Japan and America, Sega are hoping to score a hat-trick with Europe. There's no hope of Nintendo releasing a CD-ROM unit this year, so Sega have the market to themselves.

The company's not resting on its laurels, though. Future CD games promise to be more stunning than the ones currently in production. It takes 14–20 months to produce a CD game. If you're impressed with the digitised film footage that's available now, just think about what you'll be playing this time next year! Expect better graphics, better sound and bigger games.

Third party developers are queueing up to produce CD games. Virgin Games have *The Terminator* in the works, featuring more levels and 12 minutes of footage from the hit movie. Acclaim's snapped up the rights to the hottest arcade game around, *Mortal Kombat*, and will be converting it to CD format.

All together now!

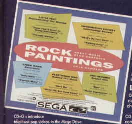
Then there's American Laser Games who are developing CD software to utilise the Menacer light gun. Expect to see accurate conversions of cool light gun games such as *Mad Dog McCree* and *Gallagher's Shooting Gallery*.

In Japan, they've just released a karaoke add-on for the Mega-CD. This is a popular pastime in Japan and is catching on over here. The device stands on





Whatever next! Provisional designs for the Sega mouse to help RPGers, while (below) the Karaoke unit will help caterwaulers wail...



CD+G s introduce
tdigitised pop videos to the Mega Drive

the left of the CD unit and links up to two microphones. You and a friend can sing along to your favourite songs as the words appear onscreen.

Sega are hoping their new mouse device will be popular with Mega-CD owners. It's just the thing for RPGs and games with a lot of icons.

There is, of course, the possibility of a 32-bit Sega console in 1994. We'll have to wait and see if it's going to be Mega-CD-compatible or if it'll have a built-in CD-ROM unit.

Leading the way

One things for sure, Sega have almost total domination of the CD market. However, things could change.

Nintendo are keeping a close eye on the Mega-CD and will make note of how it performs in the competitive console market place. They'll release their machine when they're ready (remember, though, that Nintendo thought there was no market for a 16-bit console until Sega launched the Mega Drive).

There's also the possibility that a new name in the console world could take Sega's lead. 3DO are planning to launch their CD-ROM unit this year for a whopping $700 (£470)! However, the high cost of the machine will fall and it already has the backing of such industry giants as Time Warner, Paramount and LucasArts.

It may be the big bully in the school yard at the moment but the Mega-CD will have its work cut out in the next few years. For now, it's the cutting edge of home video games entertainment. The cost will fall and the only reason why the games are expensive is because of the time needed to fill the massive storage space of a CD.

Once again, Sega have proved themselves to be the leader in the console market. The future is now!

AND COMING TO A CD NEAR YOU SOON...

Sega hope to have 68 CD titles in the shops by the end of the year. To find out what you could be playing in the future, take a look at this mouth-watering list of forthcoming releases:

- 3x3 Eyes
- Adventures Of Willy Beamish
- Afterburner 3
- Another World
- A-Rank Thunder
- Batman Returns
- Black Hole Assault
- Chakan, The Forever Man
- Channel X
- Chuck Rock
- Citizen X
- Cobra Command
- Cool World
- Dark Wizard
- Dungeon Master
- Ecco: The Dolphin
- Electric Aleste
- Final Fight
- Gallagher's Shooting Gallery
- Heimdall
- Hook
- Humans
- Jaguar XJ220
- Joe Montana Football '93
- Kings Quest 5
- Leisure Suit Larry
- Mad Dog McRee
- Make Your Own Music Videos:
- MYOMV: C+C Music Factory
- MYOMV: INXS
- MYOMV: Kriss Kross
- MYOMV: Marky Mark
- Metal Fang
- Mixed-Up Mother Goose
- Mortal Kombat
- Night Striker
- Night Trap
- Ninja Warriors
- Pit Fighter 2
- Police Quest
- Prince Of Persia
- Ranma 1/2
- RBI Baseball 4
- Rise Of The Dragon
- Road Avenger
- Secret Of Monkey Island
- Sewer Shark
- Shadow Of The Beast
- Sherlock Holmes: Consulting Detective
- Sim Earth
- Slapfight
- Slipheed
- Sol-Feace
- Sonic The Hedgehog
- Space Pirates
- Space Quest 4
- Spider-Man
- Sports Collection
- Star Trek: The Next Generation
- Stellar 7
- Super League '92
- Super Star Wars
- Switch
- Terminator
- Terminator 2: The Arcade Game
- Third World War
- Time Gal
- Ultima Underworld
- Who Shot Johnny Rock?
- Wing Commander
- Wolf Child
- WonderDog
- WWF Super Wrestlemania
- Young Indiana Jones Chronicles



IT'S AN ULTRA COMPO, MAN!

Win some well wicked ULTRAMAN™ figures, videos and posters in this mega-exclusive competition from SEGA FORCE and WORLD COMMUNICATIONS!

At last, the defender of the universe is here: Ultraman™ ! Humungous aliens have invaded Earth. Their reign of terror means destruction and catastrophe across the globe. As city after city falls, the only hope is Ultraman™ !

So, what's going on? Who the hell are these aliens and where the Dickens did they come from? In the film *Ultraman™ : The Alien Invasion*, the human Universal Multipurpose Agency (UMA) attempt to fathom out the origins of the attacks and overcome the adversaries.

For the team commander, the situation's made worse 'cos the UMA force rely heavily on a geezer called Jack Shindo, an astronaut who returned from a disastrous mission to Mars with a secret he can't share and an affinity with Ultraman™ no one can understand. Following so far?!

Unable to survive in Earth's polluted atmosphere for long periods, Ultraman™ has to become part of Jacko's molecular structure. This relationship causes Jack much annoyance. There are times when he wishes Ultraman™ had never saved his life...

Wanna know more? You'll have to enter our mega-exclusive competition! On the conveyor belt tonight are 15 barnstorming *Ultraman™* videos, 15 posters and, for the first five names pulled out of the hat, there's a cool 'n' colourful Ultraman™ figure, standing around seven inches high.

Just answer the three brain-twisters below, scribble your answers on a postcard or sealed-down envelope and send the lot to: **I'M AN ULTRA-MANIAC, SEGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW**, to arrive no later than **6 May, 1993**.

The *Ultraman™* film is rated PG.

Please state on your entry if you DON'T want mailing from third party companies

QUESTIONS

1. What does UMA stand for?
a. Urban Milk Association
b. Universal Multipurpose Agency
c. Understanding My Algebra

2. Ultraman™ becomes part of Jack's...?
a. Techno dance band
b. Aerobics class
c. Molecular structure

3. What planet did Jack visit?
a. Mars
b. Zog
c. Uranus



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FULL FO

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We care about the reviews in SEGA FORCE — we know they're the most important thing in the magazine. Cartridges are expensive so you need to know whether a game's worth investing in. You need to have confidence in the ratings we award — so we're getting tougher!

To avoid confusion over what *our* ratings mean, here's the lowdown on the FORCE (overall) percentage:

1–25
In varying degrees, this is so crap it wouldn't even make a respectable stepping stone in the gutter! Not worth the box it comes in! Steer clear.

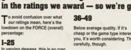
26–35
Hardly a recommended purchase. Might have some merit for those interested in the subject, but it's hardly likely!

36–49
Below average quality. If it's cheap or the game type interests you, it's worth considering. Think carefully, though.

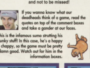
50–59
An average product with good qualities but enough drawbacks to make you think twice.

60–70
Above average. Not a guaranteed winner. Good graphics, crap gameplay, for example. It's best to try before you buy.

71–89
A recommended purchase, but be cautious if it's a game type you don't usually enjoy.



90–99
SEGA FORCE Smash! Well worthy of any gamer's collection and not to be missed!


If you wanna know what our deadheads think of a game, read the quotes on top of the comment boxes and take a gander at our faces.

This is the infamous sumo strutting his funky stuff! In this case, he's a happy choppy, so the game must be pretty damn good. Watch out for him in the information boxes.



SF Rating

99 PRESENTATION ● Is there a demo? Any continues? Loads of user-friendly options?

99 VISUALS ● Are they good sprites and colourful backdrops? Nice animation and scrolling?

99 SONICS ● Plenty of toe-tapping tunes and good spot FX, or puny bleeps and burps?

99 PLAYABILITY ● Easy to get into? Good to control? This is the place to look, game freaks!

99 LASTABILITY ● Months of endless fun, or will you complete it in half an hour? Check this out!

99 FORCE ● Our at a glance guide to what we think of the game. Fair and accurate.

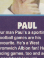
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ADE
If you wanna know whether a platform game hits the mark, Ade's the man to ask. He also likes puzzlers and arcade adventures. He's not a great fan of RPGs.



MAT
Mat's a film buff, so if it's a good film tie-in you're after, look out for Mat's comments. He enjoys a good beat-'em-up and is an expert shoot-'em-up freak.



PAUL
Our man Paul's a sporting nut. Football games are his favourite. He's a West Bromwich Albion fan! He likes racing games, too and adores a good hack-'em-up!



TURTLES

76 At last! Konami have come to their senses and begun to produce MD games! The teenage dudes get 'em off to a good start!

STRIDER II

74 The Master has nabbed Strider's missus! He somersaults 'n' flips around in a foolish bid to save her.

SHERLOCK HOLMES

70 It's the geezer in the deerstalker, in his first CD game. Is it sweet music, or worse than Holmes before violin lessons?

WARREN

Warren's a collector of comics, so any game that has a comic feel to it, Woz is the man in the know! Ask him about any shoot-'em-up and he'll waffle on for ages!

FORCE CONTROL

- Take a look at this likkle box and we'll let you know if the D-button's responsive or not and how well the characters move onscreen.
- This is the MS/GG Force Control box. If you wanna know what button [1] does during the game, have a gander here.
- If button [2] serves any useful purpose, we'll give ya the lowdown. Keep your eyes open for the [A], [B], [C] Mega Drive boxes, too.



Fancy a spot of globe-trotting? Join Bart Simpson as he travels this wacky world of ours several times over! China, Egypt, Hollywood... he's strutted his funky thang with the best of 'em. But not for pleasure — for treasure! Aye carumba, dudes!

Matt Groening

BART Vs THE WORLD

Suntan lotion? Check! Bermuda shorts? Check! Ray-Bans? Check! Don't you just loathe packing? Got ya passport? Errr... phew! That was close! Wanna know where you're going? Clapham? Bognor? Frinton-on-Sea? Nowhere *near* as cushy! Round the world, dear friends, round the world (and you ain't got 80 days!). Your travelling companion's one Bartholemew Simpson (Bart, to his nearest and dearest). Take him under your wing, keep him under control and most definitely out of trouble!

The purpose of your trip? To collect numerous cheap 'n' tacky Krusty items scattered throughout the countries you visit. Why? Because you're about to take part in the Worldwide Krusty Treasure Hunt. Gee, what fun!

Burns' business

If only! You see, the contest's actually a huge hoax, devised by the sponsor, Montgomery Burns, Springfield's wheeler-dealer nuclear power plant owner. Okay, so the scheme cost him loads of spondoolies, but it'll be worth it: if all goes well, The Simpson's will get stranded on a slow boat to China and never return!

Bart's got a lot to answer for! Ever since he was hired at the power plant, Burns has lost millions. Old Monty's yes-man, Smithers, has made the boss aware of this and the two hatched the plan to wipe Bart off the face of the planet!

Of course, publicly, a respectable businessman (hardly! —Dep Ed) such as Burns needs to keep his distance from such a scheme, so he enlists the help of ruthless relatives around the world. After all, it can't be *that* difficult to get rid of a half-witted family and their 10-year-old delinquent son. Can it?

Wish you were here...

Call up the options screen on MS *Bart Vs The World* and you have a choice of diving in head first and starting the game from scratch or, if your shorts ain't up to the skid marks, check out the Practice section.

Each country Bart visits consists of several levels. Some are single-screen games, others are scrolling affairs. They're all depicted by icons on a map screen.

The first part of the globe you visit is China. There's the junk level, a trivia game, a sliding puzzle, a visit to the Great Wall and a card match challenge. In order to complete a country, you *must* finish all the levels in a certain order.

Don't forget to collect the cheap Krusty collectables. They're mass-produced items, scattered all over the place. Some are hidden, some are out in the open and others require Bart to complete a task before they appear. Grab as many as you can. You receive these tacky tit-bits as a reward for completing a single screen game, too. One-of-a-kind Krusty merchandise is special. Each of *these* items is unique to a particular level. Get the other Simpsons to help you. You don't need 'em to leave a country, but collect all the pieces and there's a wee surprise in store!

Bart starts with three lives and can sustain five hits per life. Bart begins each level unarmed, but if he walks over a bag of ammo, he's equipped with ten fire-cracker balls. Use them wisely — oh, and try not fall in the water or plunge into a pit!

World domination!

So what — or more importantly, *who* — can you expect to find as you travel the globe? In China, Burns' relative, Fu Manchu Burns, has a gang of merry cohorts out in abundance. Prepare for a few fireworks.

Pop bottle rockets, cherry bombs, firecrackers, mutant warriors and the odd Peking Duck or three. The Great Wall's a good excuse for Bart to whip out his skateboard! Watch for tourists, potholes and a few fire-breathing dragons.

At the North Pole, take care to avoid The Abominable Snow Burns! In Egypt, it's Ramses who's on your tail and in Hollywood, Eric von Burns, the world-famous film director, proves that the line between illusion and reality can be a blurry one!

Radical!

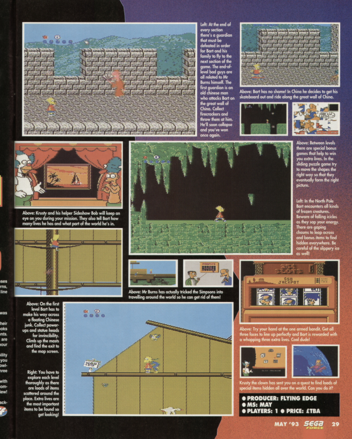
At the time of writing, MS *Bart Vs The World* was nearing completion. It's looking pretty cool.

Acclaim/Flying Edge have a good track with their Simpsons games on Sega machines and this looks like it's gonna do just as well as *The Space Mutants*. The graphics are true to the cartoon series, as are the sound FX, and there's a great element of humour throughout.

The single-screen puzzle games add playability and there's a great trivia section. How much do you *really* know about The Simpsons? Test your knowledge here! On the slot machine, match up three Simpsons characters to hit the jackpot.

The MS version's due out sometime in May, with a GG version to follow. As neither was 100% complete, we restrained ourselves to this mega-preview! We'll give you our Force ratings soon.

Until then, prepare yourselves for another cracking Simpsons licence and — eat my shorts, man!



Left: At the end of every section there's a guardian that must be defeated in order for Bart and his family to fly to the next section of the game. The end-of-level bad guys are all related to Mr Burns himself. The first guardian is an old chinese man who attacks Bart on the great wall of China. Collect firecrackers and throw them at him. He'll soon collapse and you've won once again.

Above: Bart has no shame! In China he decides to get his skateboard out and ride along the great wall of China.

Above: Between levels there are special bonus games that help to win you extra lives. In the sliding puzzle game try to move the shapes the right way so that they eventually form the right picture.

Above: Krusty and his helper Sideshow Bob will keep an eye on you during your mission. They also tell Bart how many lives he has and what part of the world he's in.

Left: In the North Pole Bart encounters all kinds of frozen creatures. Beware of falling icicles as they sap your energy. There are gaping chasms to leap across and bonus items to find hidden everywhere. Be careful of the slippery ice as well!

Above: Mr Burns has actually tricked the Simpsons into travelling around the world so he can get rid of them!

Above: On the first level Bart has to make his way across a floating Chinese junk. Collect power-ups and statue heads for invincibility. Climb up the masts and find the exit to the map screen.

Right: You have to explore each level thoroughly as there are loads of items scattered around the place. Extra lives are the most important items to be found so get looking!

Above: Try your hand at the one armed bandit. Get all three faces to line up perfectly and Bart is rewarded with a whopping three extra lives. Cool dude!

Krusty the clown has sent you on a quest to find loads of special items hidden all over the world. Can you do it?

- **PRODUCER: FLYING EDGE**
- **MS: MAY**
- **PLAYERS: 1 ● PRICE: £TBA**



Win! Win!

You could soon be the proud owner of a fab-a-roony satellite system and a collection of Simpsons videos if you enter this mega-exclusive competition, courtesy of Flying Edge!

Yep, it's true! In conjunction with our exclusive *Bart Vs The World* preview, Acclaim and Flying Edge are offering SEGA FORCE readers the chance to win a BSkyB satellite system!

As *The Simpsons* TV show is only available on satellite, the winner can tune into the antics of America's most famous family every Sunday evening.

Plus, Flying Edge are giving away the range of Simpsons videos (all six of 'em) to the winner and five runners-up.

Do the Bartman!

So, how d'ya get your hands on the satellite system and videos? Simple! We're about to test your knowledge of The Simpsons, just like the trivia game in MS *Bart Vs The World*.

Answer the three questions on a postcard or back of a sealed-down envelope and get the lot into us by May 6. The address to write to is: THE SKY'S THE LIMIT, SEGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. Don't forget to let us know if you don't want to receive mailings from third parties.

The first correct entry out the hat gets the dish and the videos. Don't forget, there are those five runners-up prizes, too!

© Matt Groening

DON'T HAVE A DISH, MAN?!

1. Who created The Simpsons?
   a. Matt Groaning
   b. Matt Foaming
   c. Matt Groening

2. The name of the clown in *The Simpsons* is…
   a. Dusty
   b. Krusty
   c. Rusty

3. Which of the following does Bart shout?
   a. Nibble my Y-fronts
   b. Bash my boxers
   c. Eat my shorts



GLOBAL GLADIATORS

Starring Mick and Mack

What, no fries? Not for The Global Gladiators! Kitted-out with a goo gun each and a smile, they're ready to take the world by storm. Let's go CFC-busting! Watch out aerosols, your time is up.

Saving the world from all things slimy may be a **big** task, but Virgin Games have come up with the idea of cramming their platform blockbuster onto the *small* screen. Has it worked? You bet your milkshake froth it has!

The Game Gear version's similar to the MS romp (see page 36). The levels are Slimeworld, the Forest, Toxitown and the Arctic Wastes. As either Mick or Mack, you must collect the McDonalds 'M' symbols scattered throughout each level. Grab enough and you can leave the stage — as long as you've located Ronald McDonald, that is!

There's more to it than gathering the thirteenth letter of the alphabet! If you collect enough of the blighters, you enter a bonus stage. Time for a spot of recycling! Catch the litter and place each piece in the correct dustbin. Just like those aluminium recycling gizmos you see in the high street!

It's not all plain sailing! If you don't like slime, you'd better get out now! Balls, birds, spitters and suckers, they're all slimy and all out to get ya! One or two well-aimed blasts of your goo gun should see 'em right. Direct the goo with the D-button.

With all this sliming going on, you'd better not miss power-ups and useful objects en route. Clocks bump up your time, hearts pump up your energy. Walk over marker points and when you die, you start again at the last marker touched. Bounce on springs and air pockets to reach Ms in those hard to reach places.

Just think, not only is a Big Mac waiting for you at the end of it all, but there's a flickin' great Ice Demon who'd like to give you a good talking to! Still want to play now?!

Paul squeals... *'GREAT GRAPHICS, GREAT GAME!'*

Virgin's ecological heroes have come to the small screen and I'm really glad they did! *Global Gladiators* is identical to the MS and MD versions so remains a great game! Master System graphics always look better on the GG screen and *Global Gladiators* is no exception. The crisp characters and funky sound make for a jolly handheld platform romp as you scour the landscapes, looking for the magical golden arches of McDonalds!

The difficulty level hasn't slackened. It's a stiff challenge to get through all the levels and defeat the end-of-game guardian, a real tough cookie.

All in all, a cracking game that deserves a place in any self-respecting, environmentally-friendly GG owner's collection. It has great graphics, great sound and good gameplay. Not a Smash but a definite recommended purchase.

PAUL 86%

Ade grins... *'A CLASSY PRODUCT'*

Those *Global Gladiators* have turned out some pretty smart stuff for all three systems. As a GG game alone, this is a corker. A classy product handheld freaks will spend many an hour playing.

It looks damn good on the small screen. The graphics are crisp and clear. Scrolling's fine and it's just as playable as the other two versions. Collecting Ms isn't all that tricky, but ousting the bad guys is a job-and-a-half.

Scour those levels from top to bottom 'cos those symbols are in some pretty awkward places. If you miss one M, it could be the difference between leaving the level and having to retrace your steps to locate it! Not good when the sands of time are running dry!

Sound are excellent, with plenty of toe-tapping tunes and cracking sound FX.

Another quality release from Virgin. Newcomers to the handheld scene and platform addicts will love this. Diehard gamers may find it a bit easy but it's fun while it lasts and a game you'll want to play again anyway.

ADE 88%

SF Rating

69 PRESENTATION • Not too bad. Good intro sequence and a choice of playing either character

89 VISUALS • Good-looking sprites and backdrops overall. Work well on the Game Gear

84 SONICS • Some stompingly good tunes! Title ditty and themes for each stage, loadsa spot FX

85 PLAYABILITY • No problems here. Timing jumps is essential. Easy to control, doesn't slow down

87 LASTABILITY • More challenging than the MD game. Could be a touch easy for expert gamers

87 FORCE • As a GG game, it's a stunner. Maybe easy for some, but great fun and instantly playable

- PRODUCER: VIRGIN
- GG: OUT APRIL/MAY
- PLAYERS: 1 • PRICE: £TBA



Reviewed!

Before you settle down to read Mat Yeo's stunning Streets Of Rage 2 novel, take a gander at this, the original stroll-along streetfightin' spectacular.

You want an epic struggle against organised crime? You got it! You want streetwise heroes with more moves than you can shake a club at? You got it! You want a massive beat-'em-up packed full of thugs? You got it! You want a signed photo of Vanessa Paradis, a Swiss bank account and a packet of Scampi Fries? Forget it!

Yep, these streets are down and dirty — and you've gotta clean 'em up! Mr Big's network of organised crime covers the entire city and grips its inhabitants in a reign of terror. Even the local government bow to Mr Big's superior power — including the cops!

It's down to three vigilantes to restore peace: Adam, Axel and Blaze. Each have their own moves and weaknesses but have similar control methods. Choose a hero, get a friend to play another, if you think you need them, and take a deep breath!

Starting in a glitzy shopping mall, thugs of all descriptions approach and attack, from the common or garden variety to spiky-haired psychos to, er, 'professional women'. As for the end-of-level bosses... these weirdos have to be seen to be believed!

The moves available depend not only on D-pad and button combinations but also the situation — button [1] alone triggers six different attacks. Bashing certain obstacles often reveals extra energy or weapons to wield.

When things get extra tough, pause the game and press either button to summon a cop faithful to his cause. He trundles up in a squad car and launches a missile, damaging bosses and killing lesser opponents.

Bind up yer knuckles and slip yer safety box into position (ahem!) — it's time to get nasty!

Left: The city is being torn apart by a crimewave of immense proportions! It's going to take the combined might of three heroes to defeat Mr Big and his evil hordes. Axel, Adam and Blaze have joined forces and are gonna get rough. Streets of Rage features intense combat, explosive action and non-stop excitement. Are you tough enough?

Warren yells... *'IMPRESSIVELY ACCURATE'*

I'm really glad *Streets Of Rage* showed up. Paul was keen but I was disappointed by *Renegade* last month — this well produced beat-'em-up restores my faith in MS video violence! Okay, it's a couple of years late, but better late than never, eh?

Nicely designed intro/character selection screens lead to an impressively accurate in-game graphics and smooth-scrolling levels. Backgrounds are on the blocky side, some worse than others, but more than adequate and true to the MD — yup, the opening scene's still horribly gaudy!

The *Streets Of Rage* sprites are coooo-el! The main characters are detailed and smoothly animated. Leave the controls alone between scraps and Blaze brushes back her hair; Axel blows on his knuckles! Enemy sprites aren't as impressive, except the superb beefy end-level bosses — they'd do a 16-bit machine proud!

For the first few plays, you're likely to just use the basic moves. Develop some confidence, peruse the instructions for more complicated moves and the whole game opens up! These characters really are versatile, and there's only a *little* sprite flicker.

The action's slower than the MD version and fewer enemies are onscreen at any one time, so it's noticeably easier. Probably just as well, considering how awkward it is to summon the squad car for a smart bomb effect! The price you have to pay for a two-button joypad, I suppose. Complete the game and switch to Hard mode, however, and you need all the help you can get!

Streets Of Rage is among the best beat-'em-ups ever to appear on the Master System. Put it near the top of your shopping list — you won't regret it!

WARREN 82%

DEADLY DEVICES & BIG BONUSES

DRUM
All the extra items you need are found in drums, telephone boxes and tyres.

APPLE
If your energy's running low, collect the apple and it'll be replenished by half. Useful if you're about to die!

TURKEY
This dead old bird is just what you need. Pick it up and it puts your energy back up to full power.

GOLD
Not really that important but worth collecting just for its points value. Get enough and recieve an extra life.

KNIFE
When fists aren't enough you've gotta get a weapon. The knife is a good short range weapon.

PIPE
Definitely the item to have. With this you can hit enemies from a distance and cause them tons of damage.



Mat hums... 'STUNNING!'

Everyone's raving about MD *Streets Of Rage 2*, but what about the poor old MS? The mega-sequel hasn't arrived just yet but the original's finally blasted onto the 8-bit Sega! It's actually quite a good conversion that doesn't suffer from memory restrictions or poor graphics.

Unlike the GG version, you can choose any of the three characters. Adam, Axel and Blaze still have a stunning array of moves such as back-flips, punches and flying kicks, all smoothly executed. There is, however, some serious sprite flicker when you get too close to an opponent. The controls get a bit sluggish but that's a minor grumble.

Gameplay's good, each level planned out just as in the original. Each section finishes with a big boss who has to be beaten before you can progress.

Ready for a true streetfight? *Streets Of Rage* could be just what you're after!

MAT 80%

Above: Behind you! Watch out for bad guys as they often attack quickly and by surprise.

Above: Come on then! As the game progresses you face tougher and meaner foes. Each of them has to be defeated in a certain way. Collect weapons for more help.

Left: If you're in deep trouble, pause the game and press both buttons together. A police car pulls up and unleashes some devestating fire!

TS OF RAGE

Left: The main man himself! Mr Big resides in an enourmous tower deep in the heart of the city. If you manage to reach his inner sanctum you have to face a mass attack by all the bad guys you've tackled before! Beat them and take on Mr Big. This is the only section of the game where you can't continue from. If you die here, that's it. It's game over and you have to start again!

The guys in the yellow jackets are particularly nasty. They use a sliding tackle to bring you to your knees. Approach 'em from the side and punch their lights out!

Axel uses an old pipe to batter the enemy senseless. These guys use an arsenal of axes to attack you from both sides. Kill one and move over to get the other one.

SF Rating

79 PRESENTATION
- Intro text and neat opening stills. Choice of three characters and two skill levels

86 VISUALS
- Detailed, well animated main sprites, large, impressive end-of-level bosses

67 SONICS
- Warbling background music tries to add tension, thwack and smack FX are good

78 PLAYABILITY
- Although a touch slow, the basic gameplay's instantly picked up and enjoyable

85 LASTABILITY
- Even better fun when all moves are mastered. Two-player games hold interest

81 FORCE
- An instantly playable, graphically impressive and addictive beat-'em-up.

- PRODUCER: SEGA
- MS: MAY
- PLAYERS: 1-2 ● PRICE: £32.99



LITTLE MERMAID

There's something fishy going on around here — there's water trickling out of the Game Gear and Mat's lost his voice! That sea witch is up to no good again!

This is the story of Ariel, a little mermaid whose curiosity got the better of her! A long time ago, in an undersea kingdom, there lived a peaceful race called the Merpeople. Their home was the sprawling city of Atlantis and they were ruled by a wise sea god, Triton.

His daughter, Ariel, once met a human prince and fell in love (I hope you're following this, boys and girls!). From that day forth, she wanted to be human herself.

To do this, she made a pact with a sea witch, Ursula. In return for human mortality, Ariel had to give the old hag her beautiful voice. But Ariel forgot to read the small print on the contract — if the prince doesn't kiss her within three days, the little mermaid becomes Ursula's slave for all eternity!

That's the plot to Disney's hit film, *The Little Mermaid*, and the game's virtually the same. The hideous Ursula has captured the Merpeople and it's up to Ariel or Triton to set them free. Fail and you're a slave for life!

Swim through underwater caves, ruined cities and past lava-spitting volcanoes and use the map to help find prisoners. Collect money and use it in shops to buy extra weapons and help from fishy friends.

Can you free your people and rid the world of the menace of Ursula once and for all? Take the plunge and find out!

Paul blurts... *'FOR THE KIDS'*

Us Deadheads gave *The Little Mermaid* a bit of an easy ride when it appeared on the MD. It wasn't because Mat fancied Ariel and didn't want to upset her — well, not entirely anyway! It was because it's clearly aimed at the kids. While us tough 'n' rough game-freaks found it a doddle, it's quite a challenge for younger gamers.

The GG version's virtually the same as its 16-bit brother, ie, great to look at but very easy to play. This has peeved Mat but to be fair, it deserves the same ratings as its MD counterpart.

The graphics are nice and cute and the sound's typically magical (or as magical as GG sound can be!). It isn't great, but gameplay keeps your attention for a fair old time.

The Little Mermaid is for your kid brother or sister — then if you fancy some lighthearted ocean antics, you can nick their GG for half an hour!

PAUL 67%

Mat groans... *'POOR FILM LICENCE'*

It's happened before and it's happened again! A software company decides to release a game of a hit film and what happens? It's naff!

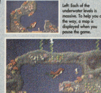
This version's virtually the same as the MD game, but that's no good thing! Obviously, Sega have aimed *The Little Mermaid* at the younger gamer but even the worst GG nut will finish this in minutes. The extra difficulty settings provide a bit of a challenge but it's too boring.

All of the film characters are present, including Triton, Ariel, that lobster, Ursula and er... lots of other fishy folk! In fact, the one interesting thing about *The Little Mermaid* is that when you're in a spot of bother, you can call on your mates for help. Each sea creature has a different use, such as pushing rocks or tackling tough guardians.

Graphics are cutesy enough but not that responsive and sound FX are minimal.

What we have here is a popular cartoon licence that *could* have been immensely fun and playable. It ain't.

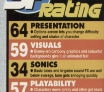
MAT 62%



Above: Guide Ariel, the little mermaid, through underwater levels to free her people. The evil sea witch, Ursula, has transformed them into tiny green creatures. Use your magic voice and sea friends to help.



Left: Each of the underwater levels is massive. To help you on the way, a map is displayed when you pause the game.



Above: Fight frightful fish and scheming sea creatures as either Ariel or Triton.

SF Rating

64 PRESENTATION
● Options screen lets you change difficulty setting and choice of character

59 VISUALS
● Disney-ish cartoony graphics and colourful backgrounds give it an animated feel

34 SONICS
● Basic tunes and in-game sound FX are well below average, tune gets annoying quickly

57 PLAYABILITY
● Characters move jerkily and often get stuck in solid walls, awkward to activate weapons

30 LASTABILITY
● With the extra lives and continues, this is easily completed. No long lasting appeal

65 FORCE
● A poor quality film licence aimed squarely at the younger market

● PRODUCER: SEGA
● GG: OUT NOW
● PLAYERS: 1 ● PRICE: £29.99

Time to go global! Mick and Mack cram themselves into 8-bits, attempt to save the planet and fathom out why three-quarters of the world's population never eat the dill pickle in their Big Mac!



Ruff in the jungle bizness! Mick and Mack race through action-packed levels in order to save the world from evil toxic polluters. Only The Global Gladiators can save the world!

GLOBAL GLADIATORS

By the startled looks on Mick and Mack's faces, you'd think Nick Cotton had just popped up from under the table! The fact that it's Ronald McDonald shouldn't come as any surprise — it *is* his restaurant, after all, and he can do what he pleases in it. Even if that means carrying out a spot of wizardry-pokery to zap the two young un's into another world (birrova plug for another Virgin game, there!).

So, what's going on? Well, Mick and Mack and great followers of the comic-book heroes, The Global Gladiators. And like their idols, they want to see the world put to right. No more thinning ozone layer, no more toxins, no more pollutants — no more *Last of the Summer Wine*.

If Jim could fix it for 'em, they'd ask him to arrange a meeting with the Global Gladiators. But old Ronny McD goes one better: he turns the pair *into* The Global Gladiators!

Glad he ate her!

Call up the option screen and choose whether to play Mick or Mack. Kitted-out with a goo gun and a pair of incredibly bouncy training shoes, you're ready to take on slimeballs, mutant fish, birds, beavers, trashcans, fire demons and a plethora of ice creatures and transparent tyrants!

It follows the same format as the Mega Drive outing (94%, Issue 15). Level 1 is Slimeworld. Bounce onto ledges and platforms, make your way skyward on air pockets and leap across huge ravines collecting McDonalds 'M' symbols.

There's a set task for each stage. You're requested to collect a certain number of Ms, find Ronald and make your escape! Grab at least ten more symbols and you enter the bonus world.

Move your character left or right and catch the falling garbage. There's three kinds of rubbish: paper, bottles and cans. Each has to go in the correct bin. With that to think about, you *must* dodge the falling anvils, or the stuffing's knocked outta ya! The bonus section ends when a piece of rubbish falls on the ground.

That done, it's time to move onto Act 2 of Slimeworld. Progress through the Forest, Toxitown and the Arctic Wastes, goo gun doing overtime!

En route, don't forget to grab the hearts which appear from time to time. In the status area, your character's face depicts life force. The face changes colour each time you're hit. When your mush starts to flash, you know it's time to grab extra energy — if you don't, your Gladiator soon kicks up his heels!

Oh, almost forgot! There's a time limit for each stage, too. If seconds are running drastically low, keep your eyes open for an alarm clock. Walk over it and valuable seconds are yours!

That's the story so far, folks! Time to find out whether Virgin's latest 8-bit offering is game-freak friendly. Take it away, Deadheads! SF

Mat gasps... *'TOUGH GAME'*

The main complaint I have with MD *Global Gladiators* is it's just too easy. With the MS version, the programmers have realised their mistake and produced one tough cookie of a game!

Visually, *Global Gladiators* is superb. All sprites are extremely well animated and colourful. The MS manages to surprise you with its cool graphics, particularly when Mick and Mack chew gum or get hit by slime. Awesome!

The main point to mention is the difficulty level's been altered considerably and it'll take a lot longer to complete. With four levels and three sections to get through, you might think it'd be over before it's begun. Think again! For a start, the lack of continues is a real pain, especially if you're far into a level.

On a lighter note, folks, the bonus level is easier and gives you a chance to stock up on much-needed lives and energy.

It's a shame the MD version wasn't tweaked a bit 'cos it would've been an absolute blinder. As it is, MS *Global Gladiators* is a great challenge that should test the skills of even the toughest gamesplayer!

MAT 86%

FORCE CONTROL

- **+** ● Controls the direction Mick or Mack head in. Can also be used to scroll the screen up or down and fire goo above or below.
- **1** ● Activates The Global Gladiators' goo guns. Fire a short burst or keep pressing for multiple attacks. Goo can be directed using the D-pad.
- **2** ● Mick and Mack are two fit kids! Use this button to make them leap through the air. Hold down button [2] for a longer jump.

ALL YOUR WORLDLY GOODIES! GRAB 'EM!

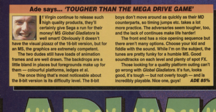
CLOCK
The timer is constantly running down so collect this item to boost it back up. Lose time and lose a life!

HEART
Provides valuable extra energy to the titanic twins. Puts power back up to full again if you've been hit.

SLIME SPRING
Found in the first three levels. To leap higher, jump on these and press down for a mega bounce.

EXTRA LIFE
These are invaluable. There aren't many of these in the game so search each level thouroughly.

RONALD MCDONALD
Make it to the end of a level and find old Ronnie himself. Make sure you've collected enough M's.



Ade says... *'TOUGHER THAN THE MEGA DRIVE GAME'*

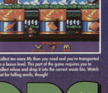
If Virgin continue to release such high quality products, they'll certainly give Sega a run for their money! MS *Global Gladiators* is well smart! Obviously it doesn't have the visual pizazz of the 16-bit version, but for an MS, the graphics are extremely competent.

The two dudes still have loads of animation frames and are well drawn. The backdrops are a little bland in places but foregrounds make up for them — colourful platforms, ledges et al.

The once thing that's most noticeable about the 8-bit version is its difficulty level. The 8-bit boys don't move around as quickly as their MD counterparts, so timing jumps etc. takes a lot more practice. The adversaries seem tougher, too, and the lack of continues make life harder!

The front end has a nice opening sequence but there aren't many options. Choose your kid and fiddle with the sound. While I'm on the subject, the tunes are pretty funky for a humble MS. Good soundtracks on each level and plenty of spot FX.

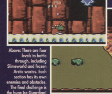
Those looking for a quality platform outing can't go wrong with *Global Gladiators*. It's fun, looks good, it's tough — but not overly tough — and is incredibly playable. Nice one, guys! ***ADE 85%***



Collect ten more Ms than you need and you're transported to a bonus level. This part of the game requires you to collect refuse and drop it into the correct waste bin. Watch out for falling anvils, though!

LADIATORS

Starring Mick and Mack





Above: There are four levels to battle through, including Slimeworld and frozen Arctic wastes. Each section has its own enemies and obstacles. The final challenge is the huge Ice Guardian!

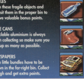
Right: Mick and Mack can fly? Nah! Find the hidden air pockets in each level.

Left: Mick and Mack are sitting in McDonalds one day when they're whisked off on an adventure!



Snow use trying to stay still in this level! The floor's covered in slippery ice and staying on your feet's tricky. Slip and slide your way through the three ice worlds and find the final guardian. If you manage to defeat him you complete the game. Anyone for Global Gladiators 2?

LOAD OF RUBBISH



BOTTLES
Catch these fragile objects and deposit them in the proper bin to receive valuable bonus points.

COKE CANS
Recyclable aluminium is always worth collecting so make sure you pick up as many as possible.

NEWSPAPERS
These little bundles have to be thrown in the far-right bin. Collect enough and get extra points.



SF Rating

69 PRESENTATION
● Good intro sequence, choice of characters, few options, no continues

87 VISUALS
● Great MS sprites, well animated. Fairly good backdrops. Slick scrolling, nice effects

84 SONICS
● Smart theme tunes for each level. Good intro tune and loads of spot FX!

83 PLAYABILITY
● Instantly playable. Characters move around well but jumps take a bit of getting used to

85 LASTABILITY
● A touch tougher than the Mega Drive game. Enough levels for an MS title

86 FORCE
● A smart 8-bit conversion. Looks good and loads of fun to play



● PRODUCER: VIRGIN
● MS: MAY/JUNE
● PLAYERS: 1 ● PRICE: £TBA

Looking for water on a lonely highway, the Deadheads ran into a gang of hairy musclebound bikers. Woz stayed for a cup of tea, Mat gave 'em a race in his Metro, Paz and Ade dived into the Peugeot and scarpered!



Left: Watch out for that explosion! The thugs throw Molotov cocktails at your car so make sure you avoid the ensuing fireball that sweeps along the road. The best way of avoiding thugs is to drive at full speed straight at them! You either ram them off the road or force them to move out of the way, then you can blast 'em with the shot gun!

Disaster has struck the Earth! After years of threats, the superpowers have finally pressed the button!

But it's not radiation that's killing the human race, it's the lack of clean water. All of the planet's water comes from the oceans but the polar ice cap is spreading and freezing them, thus reducing the water supply! It's a permanent hose ban era!

Mankind looked doomed until a doctor invented a formula for artificial water. Unfortunately, an evil warlord kidnapped the doc so he could control water supplies and hold the world to ransom!

As panic and rumours set in, a hero emerged from the wastelands, someone ready to challenge the warlord and his cronies and rescue the doctor and his invention...! A right berk!

This is where you come in. You have to battle across a radiation-infested continent to reach Mr Big then defeat him to get the quack back! You job isn't simple, as Mr Big controls the highways and towns on your route. From the moment you leave the safety of the city, his thugs attack thick and fast!

Some are on bikes, others sit in the back of open-top jeeps firing bullets! He even has a fleet of helicopters which hover overhead, blasting your car with rockets and bombs! Gulp!

Things aren't all bad, though: you can dish out mean punishment yourself, using two bonnet-mounted machine guns and a pump-action shotgun fired out of either side window. And of course, you can simply ram thugs off the road!

Of course, you can't keep driving forever; you need to stop and find supplies at settlements. Don't expect a warm welcome, the townsfolk are a solitary lot and don't care too much for visitors. You have to fight for goodies, like food, ammo and petrol.

Prepare for the longest drive of your life — and remember to check your tyres, oil and water when you stop at the garage 'cos you aren't in the AA — and you don't know a man who can!

One of the many towns you stop off at on your way to rescue the good doctor. This town has all the local ammenities you'd expect — mad, murderous residents and green, glowing, contaminated water! Lovely!

Above: There's your dream machine — a Mark 2 Escort, complete with furry dice and 'Kevin loves Shaz' sticker!

Paul bleats... 'BORDERS ON THE AVERAGE'

Outlander looks impressive. The box artwork gives the impression of a fast-paced shoot-'em-up on the open road, with sand in your eyes and grit in your teeth! Don't let it fool you! The action never gets faster than a snail's pace and in the end you get the feeling it'd be quicker getting out and walking! Strangely enough, the scrolling beat-'em-up sections are most enjoyable, but again, the action's never frantic.

Outlander's look is intentionally *Mad Max*-ish and to a greater extent, it works! The post-nuclear highways are very believable, as are the eerie towns. But they can't make up for a dull game.

New enemies are few and far between so don't expect to be held in awe by the odd 4x4 jeep and Apache gunship flying overhead. They ain't spectacular and most of the time you're up against boring baddies who are impossible to kill with your bonnet-mounted pea shooter!

Outlander borders on the average — it isn't a great game but might appeal to you if you fancy a *Mad Max* romp on the highways to Hell. A definite 'try before you buy'!

PAUL 57%



Mat muses... *'NOT SO BAD'*

Hey, hold on a minute, Paz! It's not that bad! *Outlander* may be a little slow if you're a manic speed-freak but that's not so bad.
What you have to remember is that in the driving sequences, the MD has to generate three screens at the same time: the action in front of you, to the side and in the rear-view mirror. This means the poor old MD gets all hot under the collar and slows down a bit. So hey, you kids, give *Outlander* a chance!

All right, now I've had my little rant, let me mention the platform parts. Your actions are very limited (firing, ducking and running) but they're all you need.

The main problem is that it all gets very dull and samey. The driving sequences lack realistic collision detection and keeping an eye on all three screens is awkward, to say the least.

The graphics are pretty good with some smart death sequences but the sound FX are dull and uninspiring. The lack of continues means you'll soon reach for the 'off' switch and try your hand at another racing game, like *Lotus Turbo Challenge*. Worra shame!

MAT 69%

Above: This is what happens when your health meter dips low! You lose your concentration and end up crashing into a lamp post! To avoid a hefty insurance claim, always stop off to pick up supplies, found around towns and on the side of highways. If you don't, you won't stand a chance of rescuing the doctor.

Flying wheels abound on the highway of death!

OUTLANDISH!

AMMO: There are two types of ammo, cartridges for your shotgun and magazines for your vehicle's machine guns.

FOOD: Driving down the highways, picking off thugs, wears down your health. Pick up food to restore it.

FUEL: Without gasoline, your car won't run, so pick this up whenever you see it. It's a long walk otherwise!

WATER: Like food, water restores health — but watch out for contaminated bottles, they do more harm than good!

Dodge and duck to avoid the punches in the beat-'em-up section — just don't expect any fast-flying fisticuffs!

SF Rating

60 PRESENTATION
● Password option, music and sound FX on/off, no continues

78 VISUALS
● Nice and futuristic but little variation between levels

50 SONICS
● Average music and sound FX. Nothing of note

67 PLAYABILITY
● Unresponsive controls and slow action but mildly addictive at first

72 LASTABILITY
● High difficulty level presents a fair challenge if you're dedicated enough to play on

63 FORCE
● Average *Mad Max* crash 'n' bash game — worth a look if that's your style!

● PRODUCER: MINDSCAPE
● MD: IMPORT
● PLAYERS: 1 ● PRICE: £39.99

VIRGIN GET IT SPOT ON!

David Perry, the brains behind The Global Gladiators, has dreamt up another stunning platform romp. The main character, Spot, is a cool 'n' colourful dude who Virgin hope will take the console world by storm. ADRIAN PITT previews the game in all its glory.

If you're a **7-Up** drinker, you'll see the inspiration for **Virgin**'s latest platform hero! **Cool Spot** — for it is he! — is based on the red dot squashed between the '7' and the 'Up' on the bottles and cans.

But this dude ain't no floating blob! He's got arms, legs, a yo-yo and a well radical pair of shades. Oh, and a mission, too. A flickin' humungous one, at that, and you're the guys 'n' gals who've gotta help him!

Spot's mates (there are 11 in all — and they're all called Spot!) are up Pooh Creek without a paddle. You see, for years the Spot clan's arch-enemy, **Wild Wicked Willy Will** has been trying to capture a real live Spot. It's his desire to prove to the world that they really *do* exist (well, *I* could've shown him — you wanna see my face first thing in a morning!). Up until now, these creatures have never been 'spotted' (corny or what?!).

Spot the difference!

Cue sinister-type music! Wicked Will may get his wish! In a moment of true wickedness, he placed a whole wad of Spot trap cages in places where the cool dudes hang out. The traps worked all too well! There's now a Spot caught in every cage.

Your job? To get your mates out, of course!

Ready to be amazed? The main character has over 250 frames of animation. There are well over 850 frames in the whole game! *Cool Spot* is a tough, innovative 'fizz-'em-up' and you, as the leader of the Spot clan, traverse 11 finger-snappin', hip-jivin' levels, rescuing one of your mates at the end of each stage.

You must collect a set number of red dots on each level before the trap cage opens and your buddy dashes to freedom. Visit the many and varied locations in **Spot**'s world, such as the Beach Front, the Pier and the Toy Shop, blasting baddies with your fizz.

Cool Spot should hit the Mega Drive in May. Release dates for the MS and GG versions have yet to be announced.

Us bods have played the 16-bit game and it's well smart. The graphics, gameplay and sound are truly superb. Full review soon.

Can you spot the main guy?! Here, the cool dude takes the plunge in the Toy Shop. Later in the game, you visit the shop again, but this time the layout of the map's different. Just when you thought it was easy!

SPOT THE PROGRAMMER!

Virgin Games hold the programmer of Cool Spot in high esteem. They say of Dave Perry, 'His talent in the programming field is obvious by one look at his CV. This "kid" has written more games than any programmer we've seen!' Ade finds out what makes the main man tick!

● Thanks to David Perry, Cathie Bartz-Todd and all at Virgin Games

David, tell us a bit about yourself.
I was born in 1967 in Northern Ireland where I began writing simple demos for Interface Publications and had several books published. I moved to England when I was 17, earning £3500 a year programming, couldn't afford to be on my own, lived with my mum and barely had enough to pay for the train fare to work!

Why choose to be a games developer?
I always knew I was destined for greater things! I began programming at the age of 14 on the Sinclair ZX81! My goal was to be successful and drive a really groovy car like other programmers I'd seen.

What's your track record in the video game industry?
I've worked for Mikrogen, **Sega**, Elite, Encore, US Gold, Ocean, Infogrames, Mirrorsoft, Virgin Mastertronic, **Virgin Games**, Digital Integration, Disney, Mindscape and Firebird. I'm always getting phone calls from headhunters!

How long does it take to develop a game?
Global Gladiators took six months to program. *Cool Spot* took three months to program, a month to test and two months to get through



In the works!

Above: Spot does his Lee Majors bit! The animation of the main dude's amazing! Watch as he hangs on for dear life to a balloon (below) and bounces on bubbles.

Above: Hope there's something at the bottom to break Spot's fall? He should've grabbed hold of one of those iron girders. Who knows, on the way down, he could come across a 1-Up or extra energy. It's worth taking the risk.

Above: The start of Shell Shock level. Oi, Spot, you're going the wrong way! Time for a bit of surfing and sea shell-collecting. Don't forget to blast the crabs and leap over the sand castles. This ain't no trip to Blackpool, ya know?!

Left: Blast! Fizz! Gloop! One in the eye for this bad guy! Time for Spot to pull out his yo-yo and wipe his shades. He's mega-cool!

Right: Going up! Take the stairs or escalators to higher levels. If you meet any bad guys on your ascent, give 'em a good old blast with your fizz. Remember, you can't leave the level until you've collected a set number of red dots. Keep your eyes peeled! Get spotting, ya hear?!

TEAM SPIRIT!

David hand-picked his team from various corners of the world. There are eight people in total on the 'core' team, although there are scores of people that provide input and direction into the project at various stages in the development process.

The core team members are the programmer, **David Perry**, the producer, **Cathie Bartz-Todd**, lead animators **Mike Dietz** and **Shawn McLean**, background and presentation artist **Christian Laursen**, designers **David Bishop** and **Bill Anderson**, and a musician, **Tommy Tallarico**.

What they do...

The lead animator takes care of the main character sprite and the most important enemies in the game, designing them on paper so other artists can animate them. He also touches up any animations which need refining. The other artist draws and animates every other sprite in the game, the objects, the effects, other enemies etc.

Out of the two designers, one works on the overall playability and the other designs, redesigns and refines each level layout. The musician, of course, needs to come up with sound effects and music for each part of the game.

The producer tries to make sure it all happens at the same pace, getting anything and everything for each team member to keep them working at the highest rate possible.

submission. I'd say, in general, I need six months, from the beginning of the first line of code to the approved **Sega** product.

Where do your ideas come from?
When a game's designed, it's imperative that input comes from all members of the team. We sometimes take ideas that already exist and refine them until we're happy. I find if someone has an idea, it takes very little time to put it into a game. Once implemented, the team decide if it's cool or not.

What are the different stages to game development?
I design and program simultaneously so the game is always changing, always being refined and made tighter. I try several ideas. Many of them don't go the way I'd planned. If things aren't working, I start back at the beginning to do things better and more efficiently.

Here's the main man himself, David Perry, programmer of *Global Gladiators, Cool Spot* and many other classic computer and console games. What a guy!

What are the most important points to a game's success?
There are three facets to a game: graphics, music and playability. The successful games are those that don't let any of the three suffer. All three must be of a high quality, make a strong impact, but never overshadow each other.

What are *your* favourite games?
My favourite machines are **Sega**! My two favourite games are *Ecco* and *Super Monaco*, which I try to find time to play.

What do you see as the future of video games?
Me programming a game from a director's chair, carrying a clapper board and yelling 'ACTION!'.

And when you're not developing games?
I like to sunbathe on the California coast, ski, ice skate, swim, water ski, windsurf, play tennis, mountain biking, volleyball, juggling and riding my unicycle in strange places. I enjoy a game of pool or snooker in the local babe places where the chicks dig an English accent!



Reviewed!

The roar of the crowd, the feel of the pitch, the pain in the groin as Vinny Jones makes a 'fair' tackle! Yes, folks, thanks to Tecmo, you too can experience thrill-a-minute footie.

TECMO WORLD

Beat-'em-ups are two-a-penny on the MS, as are platform games and arcade conversions, but football games have always been scarce. *Super Kick Off* broke all the rules of 8-bit soccer sims when it was released last year — not only did it have a different perspective, control method and feel, but it also played a mean game of football! So Tecmo's release is the first serious contender to *Super Kick Off*'s crown... even though there isn't a World Cup in '93!

World Cup '93 gives control of any of the 24 international cup qualifiers in four ways: go directly into a tournament; arrange an exhibition match aganst another international team; grab a mate and give them a game selecting any two teams you fancy; or you can simply watch a game and try to pick up tricks 'n' tactics from your MS!

Once you've chosen what sort of game you want it's time to pick a team. All the international favourites are here, and the better known the team the harder they are to beat. Expect target practice against China but a rough ride against the Germans!

After choosing your side it's time to decide what team formation they'll adopt. If defensive play's your way you need at least four defenders at the back, if attacking is more your style put the majority of players up front to knock the goals in! With these crucial decisions made it's onto the pitch for the action!

Goalie-beaters

In play you take control of the player nearest the ball, and in possession you can pass it to the nearest player, dribble with it, boot it up the park or shoot at goal. But be warned — 30-yard shots are few and far between in this game, as are close-range baby sitters, so wait until you're on the edge of the box before trying to score!

When you lose the ball, there are two methods of getting it back. First is to pick up on any poor passes the oppostion makes and the second is to dive in with a two-footed tackle (the latter's the more effective — guess which we use?!).

You can't head the ball when it's in the air but you can catch it on the volley and when it drops to the ground perform a spectacular bicycle kick — a definite goalie-beater!

The tension really mounts when you're actually playing in the World Cup. Once past the qualifying rounds and into the knockout stages any game still level after normal time is subjected to penalties!

These are genuinely nail-biting affairs! You control the kicker if it's your penalty, the goalie if it's against you.

Nerves of steel are required to get through to the next round — reckon you're up to it?!

Ade moans... *'I'M AS SICK AS A PARROT'*

Well folks, you know me and football games? Like oil and water, we are! Of course, the best two are *Super Kick Off* and *Champions Of Europe* and it's my guess if you're a footie nut with a Master System, you'll have either, or both of these sims. So, has *Tecmo World Cup '93* anything to tempt you into plugging it into your console? Want the answer short and sweet? Well, here it is — NO! (Hey! Hang on a sec! You've gotta tell us why! —Ed).

Okay, I agree with Paul. The game's just *so* unrealistic. There's no atmosphere, gameplay's hardly outsanding and after about half and hour's play, I felt like returning to the dressing room and crying into my tracksuit! If I was forced to waffle on about the good points, I'd say there's a nice pitch perspective, scrolling's good and the players are fairly well drawn.

But smart visuals don't a smart game make. This doesn't get the Pitt recommendation. I'm as sick as a parrot, Saint! *Tecmo World Cup '93* hardly inspired me to want to join the England squad. I'd rather go suck an orange! **ADE 49%**

The tactics screen, where you assemble a squad of 13 players (two subs). A default team is ready for action but you don't have to choose it!

Pick that one out of the net, Mr Shilton! No matter what you say about the Japanese, they've all got a mean left foot on them! Shame about their other leg, though!

It's back-of-the-net time again! This time, though, a goal was scored from inside the area — must've been a fluke! The easiest way to score is run into the box from an angle. When your boot touches the white line, let rip with a strong shot. This should beat the keeper and end up in the net!



Paul hums... *'UNREALISTIC'*

When it comes to football, I'm a bit of a nutter! I used to follow my beloved West Brom everywhere come rain or shine, sleet or sh... (snow! —Dep Ed). So when a football game cart gets plonked on my desk, you can bet I'm gonna give it a thorough going over. *Tecmo World Cup '93* is the least realistic soccer sim I've ever played!

You can't head the ball? There's no ref? In fact, there aren't even any free kicks! In my book, that isn't football, it's just 22 blokes kicking a ball around in a strip! But to be fair, as a 22-bloke ball-kicking simulation, it isn't too bad! Pity there's not a market for it!

Graphics are nothing short of superb for the MS and the sound FX and music are also top notch. Option screens are well laid out and nicely presented, especially those for tactics and strip design.

As for the action, it moves at a frantic pace but gets monotonous. The two-player option and penalty thrills should keep interest high for a reasonable period, but eventually boredom's bound to set in.

If you've got *Super Kick Off* you won't want this, because in every department except graphics, *Kick Off*'s superior. If you haven't and want a lighter footie game which you can play with a mate, *Tecmo World Cup '93* is worth considering... but only just! **PAUL 59%**

Love 'em or hate 'em, referees are here to stay! He adjudicates all the corners goal kicks and throw-ins but little else!

Left: GOAL! The centre-forward lets lose a ferocious shot on the edge of the area which easily beats the keeper!

Left: Dribbling is nigh-on impossible, so the best tactic is to put your fioot on the ball and wait for one of your players to make a run into space. Alternatively, you could give the ball an almighty whack into the opposition's penalty area and hope for a lucky knock-down.

The goalkeeper has come a long way out of his box to make a vital clearance.

CUP 93

Above: That's how to score a goal! The England midfielder waited for a player to find some space then delivered a perfect pass — two steps later and it's in the net!

Is that going wide or will it just creep into the corner of the net? All the goals you're likely to score in *World Cup '93* are going to come from the 18-yard line — partly due to the basic control method and partly due to the obscenely talented keepers.

SF Rating

60 PRESENTATION
• Limited amount of options, well thought out, nicely presented

79 VISUALS
• Good player animation and well drawn pitch. Scrolling's good

68 SONICS
• Above average music and sound FX — kicks, whistles, crowd noises etc

57 PLAYABILITY
• Limited player control and shot choice, but with responsive controls

52 LASTABILITY
• Once the cup's won, you'll rely heavily on the two-player option

54 FORCE
• As an average soccer game up against *Super Kick Off*, it doesn't stand a chance.

• PRODUCER: SEGA
• MS: OUT NOW
• PLAYERS: 1-2 • PRICE:34.99



GET SHIRTY WITH SONIC OUR PRICE music AND SEGA FORCE

Win! Win!

Enter this exclusive competition and YOU could be one of 20 lucky gamesters to grab a hip 'n' trendy Sonic 2 T-shirt courtesy of Our Price Music!

Check out our stores feature in Issue 15 and you'll see **Our Price Music** have zoomed into the gaming world in a big way! They're the largest music retailer in the UK, with over 300 stores nationwide. Pretty impressive, huh? Their selection of software's nowt to be sniffed at, either!

At present, they stock over 35 Mega Drive titles and a huge range of GG and MS games throughout their stores. Their stock is on the increase all the time. Have a nosey in your local **Our Price Music** store for many of the latest and greatest releases. Never ones to stand still, they intend to support the Mega-CD with a huge array of titles.

As for promotions and incentives, well, they've had a butcher's at all aspects of the **Sega** market and dreamt up a really mega idea! From 5 April to 10 May, there's 10% off all software! No gimmicks, no catch! Get spending your wad, ya hear?!

Fashion victims!

Lo and behold, here's another great offer! **Our Price Music** have 20 cool 'n' colourful *Sonic 2* T-shirts to give away to SEGA FORCE readers.

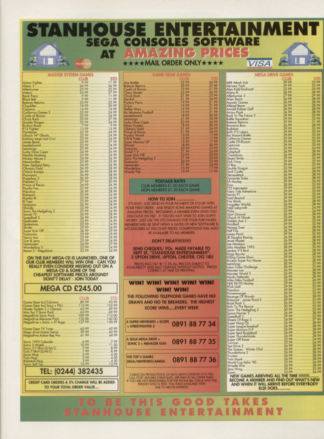
You've gotta be clever, you've gotta be witty, 'cos to win one, you've gotta complete the phrase below in no more than 15 words. The 20 most humorous, well thought-out entries win a T-shirt each!

So what are ya waiting for? Get scribbling!

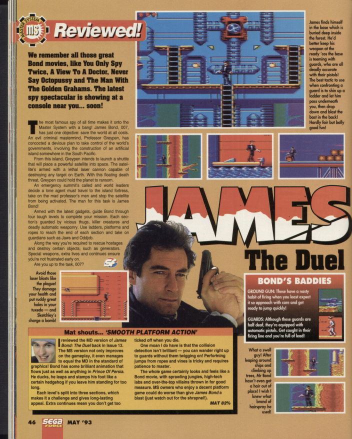
Send your wise words on a postcard or sealed-down envelope, to arrive no later than **6 May**. The address to write to is: **TEE FOR TWO, SEGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW**. Good luck!

Complete this phrase in no more than 15 words:

'I wanna look Sonic streetwise with Our Price Music and SEGA FORCE because...'



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TO BE THIS GOOD TAKES
STANHOUSE ENTERTAINMENT



Reviewed!

We remember all those great Bond movies, like You Only Spy Twice, A View To A Doctor, Never Say Octopussy and The Man With The Golden Grahams. The latest spy spectacular is showing at a console near you... soon!

The most famous spy of all time makes it onto the Master System with a bang! James Bond, 007, has just one objective: save the world at all costs. An evil criminal mastermind, Professor Greypen, has concocted a devious plan to take control of the world's governments, involving the construction of an artificial island somewhere in the South Pacific.

From this island, Greypen intends to launch a shuttle that will place a powerful satellite into space. The satellite's armed with a lethal laser cannon capable of destroying any target on Earth. With this floating death threat, Greypen could hold the planet to ransom.

An emergency summit's called and world leaders decide a lone agent must travel to the island fortress, take on the mad professor's men and stop the satellite from being activated. The man for this task is James Bond!

Armed with the latest gadgets, guide Bond through four tough levels to complete your mission. Each section's guarded by vicious thugs, killer creatures and deadly automatic weaponry. Use ladders, platforms and ropes to reach the end of each section and take on guardians such as Jaws and Oddjob.

Along the way you're required to rescue hostages and destroy certain objects, such as generators. Special weapons, extra lives and continues ensure you're not frustrated early on.

Are you up to the task, 007?

James finds himself in the base which is buried deep inside the forest. He'd better keep his weapon at the ready 'cos the base is teeming with guards, who are all deadly accurate with their pistols! The best tactic to use when confronting a guard is to shin up a ladder and let him pass underneath you, then drop down and blast the bast in the back! Hardly fair but bally good fun!

JAMES BOND The Duel

Avoid those laser blasts like the plague! They damage your health and put ruddy great holes in your tuxedo — and Sketchley's charge a bomb!

BOND'S BADDIES

GROUND GUN: These have a nasty habit of firing when you least expect it so approach with care and get ready to jump quickly!

GUARDS: Although these guards are half deaf, they're equipped with automatic pistols. Get caught in their firing line and you're full of lead!

Mat shouts... *'SMOOTH PLATFORM ACTION'*

I reviewed the MD version of *James Bond: The Duel* back in Issue 13. The MS version not only improves on the gameplay, it even manages to equal the MD in the standard of graphics! Bond has some brilliant animation that flows just as well as anything in *Prince Of Persia*. He ducks, he leaps and stamps his foot like a certain hedgehog if you leave him standing for too long.

Each level's split into three sections, which makes it a challenge and gives long-lasting appeal. Extra continues mean you don't get too ticked off when you die.

One moan I do have is that the collision detection isn't brilliant — you can wander right up to guards without them twigging on! Performing jumps from ropes and vines is tricky and requires patience to master.

The whole game certainly looks and feels like a Bond movie, with sprawling jungles, high-tech labs and over-the-top villains thrown in for good measure. MS owners who enjoy a decent platform game could do worse than give *James Bond* a blast (just watch out for the shrapnel!).

MAT 82%

What a swell guy! After leaping around ships and climbing up trees, Mr Bond hasn't even got a hair out of place! I wish I knew what brand of hairspray he used!



Paul yells... 'GREAT MS GAME'

How do you like your Master System games, then, kids? Shaken but not stirred! Whatever your pleasure, I reckon you're gonna love this!

James Bond is a great 8-bit release, destined to set new standards in MS graphics, sound and playability. It plays like a dream and will please anyone who's gagging for a good platform shoot-'em-up!

The plot and action follow the MD version closely but the MS game flows better — the action's less jerky and controls are much more user-friendly. One in the eye for the MD owners, eh, game-freaks?!

My only gripes are you can't fire diagonally at baddies in portholes or on higher platforms, so most of the time you duck and jump bullets as you strive to rescue hostages and complete the level. The inclusion of special weapons, although a nice touch, doesn't serve much purpose! Still, these are minor points in an otherwise brilliant game.

If you've got a Master System and want a playable game that presents a tough challenge, I happily recommend *James Bond* — it's a winner!

PAUL 86%

Watch out for those falling crates. If you get trapped underneath one, you get more than a nasty headache! So stand by the crates and run past them when they're at their highest point — but watch out for oncoming guards!

FORCE CONTROL

- ✚ Moves James around the levels and up and down ladders. Selects options on the title screen and chooses special weapon when the game's paused.
- 1 Whips out the old Walther PPK and fires off as many rounds as you wanna fire. Selects options that have been highlighted on the title screen.
- 2 Make Bond do an acrobatic jump onto platforms, ladders etc. There is an option to alter the key configuration so you can choose what each key does.

BOND BONUSES

SUITCASE: Pick these up when and where you can 'cos they contain extra missiles and grenades to help you through the later levels.

DOORS: Blow these up and you reveal one of two things — bugger all or a lusty, busty hostage that needs saving.

HOSTAGE: Phwoar! These delicious darlings need saving so make sure you blow up all the doors you find to save all these babes!

TERMINAL: These are restart points, so if you touch one of these on your travels, you start there again when you die — and you will die!

These fish aren't like dolphins that do tricks with balls and hoops! They jump past you and cling onto your leg knocking off a load of energy. Crouch down and wait for them to jump out of the water, then blast 'em!

BOND

When you're on a ladder you can still shoot left and right! So if you reckon you can reach a guard from the safety of a ladder, have a pop! You never know, you might hit him!

Left: On the forest level you have to make your way to a base, which is located to the far-right of the level. To get there, you have to climb trees, dodge snakes and fend off flame-throwing guards who do more than singe your eyebrows if you get too close — so be warned!

SF Rating

80	**PRESENTATION** • Option screen lets you change control set-up and difficulty level. Continues at the end
78	**VISUALS** • Clean and colourful backgrounds, smooth character animation and realistic sprites
64	**SONICS** • Weak theme tune and in-game music. Sound FX aren't powerful enough to work
81	**PLAYABILITY** • A definite improvement on the MD. Levels are easier and Bond responds well to controls
77	**LASTABILITY** • Although there are only four levels, sections get progressively tougher
84	**FORCE** • A smart MS platform game that sticks close to the films. Enjoyable and challenging

- PRODUCER: DOMARK
- MS: APRIL/MAY
- PLAYERS: 1 • PRICE: £34.99



The SEGA FORCE CHEAT CHAMBER

Playing Tips!

PULL OUT AND KEEP!

If your Sega's giving you grief and extra lives would be real neat, flick the pages and scan the words for tips and cheats that aren't absurd! Then when you find the cheat you after, jump for joy and raise the rafters! If that isn't enough to make you beam, we've changed our name to IMPACT MAGAZINES!

Well, it nearly rhymes, and introduces the best tips section in the business. Have a look!

ECCO: THE DOLPHIN

We take you to the depths of the ocean with our Ecco: The Dolphin maps!

INDIANA JONES AND THE LAST CRUSADE

Grab your whip for the adventure of a lifetime.

THE IMMORTAL

Check out our complete solution!

PULL OUT HERE!

TIPS INDEX

SEND YOUR SOLUTIONS AND WIN 50 QUID!

TIPS FOR CASH!

April Fools' Day is upon us and doesn't it make you want to spew?! Hundreds of kids tellin' ya your shoelaces are undone — even if you're wearing wellies! And everyone offering you chewing gum then laughing when you're gob turns blue! If that wasn't bad enough, you find the money you spent on a plastic dog turd means you can't afford to buy any games! Worry no more, for help is at hand. Paz pays a whopping £50 for any decent tips that come his way. What are you waiting for? Get scribbling!

I don't know about you game-freaks, but to me April is the month to prepare for summer, to buy a pair of long baggy shorts, stock up on long-sleeved PWEI T-shirts and give me Doctor Marten's a bit of spit and polish! Then sit back and await the long, lazy summer nights when I can play my Game Gear in a beer garden over an ice-cold pint of Coke!

I know it's a bit early to be thinking of summer but it's all I have to look forward to — the rest of the Deadheads lock me up in The Chamber from October to May and only let me out to do the odd review and feature! Hardly fair, I know, but complaining doesn't do any good. I mean, would you take any notice of a long, blond-haired hippy called Paz? Exactly!

Enough of my personal problems, it's time for my Moan of the Month!

Now correct me if I'm wrong, but was not SEGA FORCE the first magazine to bring you the *Sonic 2* level select, SuperSonic cheat *and* 14 continues cheat? Oui or non?!

So why has The Chamber received more paper than Cannock Chase is capable of producing from game-freaks telling me they've 'found' a fantastic level-select etc! Granted, most of you deadheads would've heard about the cheat from a mate or seen it on TV and thought, 'I'll help Paz out and send it to the best Sega mag ever' (and if you did, thanks!). But I have a sneaky suspicion that a minority of you kids 'borrowed' the cheats out of *other* mags that went on sale after ours! Naughty naughty!

Please remember, I only give £50 to original tips. Something like a level-select for *Sonic 2* doesn't count as original — especially since we printed it first!

Mind you, just 'cos you didn't get £50 this time doesn't mean you have to stop trying! All you gotta do is pick a game you're good at and work out some tips, a player's guide or a cheat that isn't widely known, and if I reckon it's good enough, it'll certainly get printed. You never know, you might win one of the three £50 vouchers up for grabs each month.

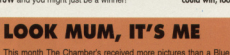
So send all your maps, solutions and stuff to **THE CHEAT CHAMBER, SEGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW** and you might just be a winner!

MAP-HAPPY CHAPS!

If you think these *Ecco* maps are stunning, just think what *your* maps could look like! Yes folks, send in your maps and see them transformed into stunning pieces of art which wouldn't look out of place in the Louvre or Tait, let alone here in The Cheat Chamber! The address, as usual, is **THE CHEAT CHAMBER, SEGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW**.

SEGA FORCE GAME FREAK! £50

This colourful medallion shows the set of tips earns the sender £50's worth of games. It's a sure sign of great tips and you could win, too!



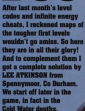
LOOK MUM, IT'S ME

This month The Chamber's received more pictures than a Blue Peter photography competition, so it was a difficult job choosing whose mug should fill this space.

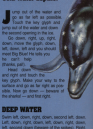
I got together with that nasty piece of work, Gut (nearly as daft a name as Paz!), and after much arguing and limb-tearing, we chose **Gareth Carpenter** of **Peygraig, Mid Glamorgan**, who appears to be looking skyward for divine intervention!

Perhaps he's debating the great Mega Drive–SNES argument: 'Why is the SNES so naff and the MD so brill?!' The answer, my friend, is that faced with the choice of a super-cool hedgehog with a foxy friend or an embarrassingly-moustached plumber with an identical twin, which would you choose?!

ECCO



After last month's level codes and infinite energy cheats, I reckoned maps of the tougher first levels wouldn't go amiss. So here they are in all their glory! And to complement them I got a complete solution by LEE ATKINSON from Spennymoor, Co Durham. We start off later in the game, in fact in the Cold Water depths.



Jump out of the water and go as far left as possible. Touch the key glyph and jump out of the water and down the second opening in the ice.

Go down, right, up, right, down, move the glyph, down, left, down, left and you should meet Big Blue! He tells you he can't help (thanks, pal!).

Head down and right and touch the key glyph. Make your way to the surface and go as far right as possible. Now go down — beware of the sharks! — and first right.

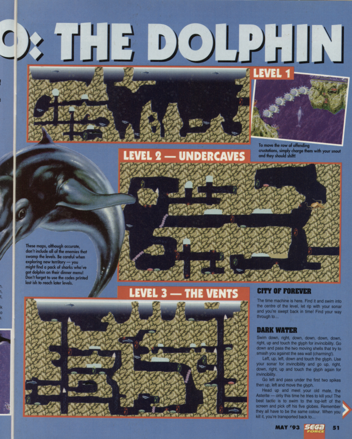
DEEP WATER

Swim left, down, right, down, second left, down. Left, down, right, down, left, down, right, down, left, second down (beware of the spikes). Right, down, right to the Asterite.

Talk to him and he says you must go back in time 55 million years (that's a long way!), so you have to look for an Atlantean time machine. Swim left and exit.



O: THE DOLPHIN



To move the row of offending crustations, simply charge them with your snout and they should shift!

These maps, although accurate, don't include all of the enemies that swamp the levels. Be careful when exploring new territory — you might find a pack of sharks who've got dolphin on their dinner menu! Don't forget to use the codes printed last ish to reach later levels.

CITY OF FOREVER

The time machine is here. Find it and swim into the centre of the level, let rip with your sonar and you're swept back in time! Find your way through to...

DARK WATER

Swim down, right, down, down, down, down, right, up and touch the glyph for invincibility. Go down and pass the two moving shells that try to smash you against the sea wall (charming!).

Left, up, left, down and touch the glyph. Use your sonar for invincibility and go up, right, down, right, up and touch the glyph again for invincibility.

Go left and pass under the first two spikes then up, left and move the glyph.

Head up and meet your old mate, the Asterite — only this time he tries to kill you! The best tactic is to swim to the top-left of the screen and pick off his five globes. Remember they all have to be the same colour. When you kill it, you're transported back to...

LEVEL 4 — THE LAGOON

DEEP WATER

Find the Asterite (again!) and give him back his lost globe. He thanks you and gives special powers. Then he tells you to go back to the...

CITY OF FOREVER

Swim right, down, up and right. You should see a statue above you. If you fire your sonar, he grants access. Go down, left, right, up and swim though the transporter ring above.

Swim straight up into the exact centre of the two ear-like things on the time machine. Use your sonar on one of the ears and, hey presto, you're back to the first part of the game, 'The Hour of The Storm'

Jump high out of the water and press [C]. This time you're taken to the eye of the storm with your pod, to face the 'unseen enemy'.

THE TUBE

The special powers the Asterite gave you turn your sonar into a laser gun! Avoid barriers and electrodes that fire lightning and shoot the crap out of everything else!

This part is like *Space Invaders* and goes on for quite a time. When it finally ends, you start a new level called...

WELCOME TO THE MACHINE

This is another shoot-'em-up level. You must destroy the weird aliens who use their heads as homing missiles while avoiding the moving screen which tries to crush you!

FINAL FIGHT

Here you meet the 'unseen enemy'. To kill it, swim to the left and get level with his eye then either:

A. Blast the hell out of it as fast as you can, or...
B. Blast it once and swim back up to the centre of the screen. Repeat this process several times.

If you choose B, don't attempt to go down and blast him until the sucking noise has stopped or you get pulled into his mouth and killed.

If you choose A, press your sonar as fast as you can and move back into the centre if his eye pops out or you're sucked in!

Once you've blown up his eye, it's time to take out his jaw. Hit it four times and his jaw falls away — but it reappears TWICE! Hit it eight more times and it doesn't come back.

Now hit the upper-head six times (it flashes red). Keep shooting the little creatures and eventually you meet up with your pod. You swim back home and the pod tells you what a swell dolphin you are (gratitude, eh?!) and that the ocean shall sing the song of Ecco forever!

Move past the octopus very slowly. If you disturb the water, you wake the monster and it wraps its powerful tentacles around your shiny oily body! Once past him, it's plain sailing — until the next problem!

ECCO KEY TO THE UNDERSEA

- Information Glyph — aim your sonar to activate
- Song Glyph — touch these with your nose
- Moveable Glyph — use your sonar to guide them
- Health-taking Clam
- Health-giving Clam
- Schools of fish — Food!
- Dolphins — distressed and sometimes useful
- Friendly Whale
- Enemy Shark
- Deadly Spikes
- Moveable Shells/Blocks
- Blocking Shells/Blocks
- Various and deadly enemies
- Crabs
- The Octopus — watch out for all its tentacles
- Moveable Stars — can be used to break up blocks
- Bedrock and trapped air bubbles — to use wisely and well, you need strategic thinking

LEVEL 5 — RIDGE WATER



THE Immortal



LEVEL ONE

I, Tony Tomkins, acolyte of the Wizard of the Crimson Keep, wrote these notes to explain the mysteries of this dark labyrinth. Today I go forth to explore the Dragon's Lair. I hope my wits are keen enough to escape her cunning again!
— with apologies to Electronic Arts!

LEVEL ONE

From the start, go through the door and search the slain warrior's body to get useful items. Go left into the octagonal-shaped room to help the captive warrior by defeating the goblins, then talk to him for more advice. Get items and treasure from the chest.

Now retrace your steps to the end of the second room, go through the door and slay the goblin before collecting a note which warns you about 'shades', keys and gold coins. Proceed into the fifth room, but watch out for arrow traps!

Room 6 is another trap room, with hidden below some of the floor slabs — go around the edge of the room. Go through the door, light the torch with a fireball and pick up the amulet, avoiding pit traps and shades.

In the last room, hold the amulet up to the light, but don't read the Runes.

LEVEL TWO

cddff10006f70

This Electronic Arts graphic adventure still defeats many players who want a go at besting Mordamir the dragon. These maps and tips are from TONY TOMKINS of Leiston, Suffolk who's been there — and lived to tell the tale...

LEVEL THREE

6e1ec21000e10

START

Exit to Level 4

Teleport Flame

Gem; find the safe route

TROLL

GOBLIN

GOBLIN KING

CHEST: 2 Fireballs and 50 Gold

Teleport Flame

TROLLS

TROLL

GOBLIN

TROLL

GOBLIN

CHEST: 3 Bombs and 50 Gold

LEVEL TWO

From the start avoid the slime and go left into the next room to the Merchant. Ask him twice and he gives you the Slime Oil. Use it and go back into the start room to get the Gem. There are some bones there, too — search them for the sword before going into the room with the Willo 't' Wisps. Use Charm spells to make them follow you, also picking up the rock as you leave for the next room. Here you kill the two goblins, one of which has the Dust of Compliance.

Next go to the Throne Room and drop the spores on the pile of dirt. Run quickly from the room, and when you return the king is dying. Give him water and he tells you the secret of the pentacles. Go back past the start room to the pentacle antechamber and drop the rock on the floor.

Now find the gem cutter and throw the Dust of Compliance into the air, which makes him give you the gem he's working on. Go back to the pentacle room antechamber where you threw the rock down. By now the slime has run over it, turning it into the third gem required to open the level exit.

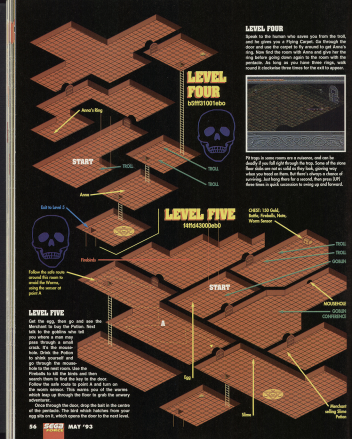
Go into the pentacle room and place the first gem in the right hole of the first pentacle, the second in the left hole of the second pentacle and the last in the centre of the third one. The exit now opens!

LEVEL THREE

Go down the left ladder, where there are two goblins fighting, Wait until one finishes off the other, then kill the victor to get the Protean Ring. Go down and collect all items.

Go back up the ladder, then down the right-hand one and open the chest to get the Fireballs, which you need to burn the troll who is fighting the goblin. Rescued, the goblin unlocks the door. Next speak to the king and go up to get the gem. Go down the next ladder where you see two trolls fighting each other. Throw the Ritual Dagger, which makes the kill each other. Go into the room with the teleport flame, wait for it to turn pink before stepping in and dropping the gem to be transported to the exit for Level Four.

To get through it isn't sufficient to be good at adventure game logic, you also have to be a good fighter. When a monster appears you must fight till you reduce its energy to zero — or you die. With a sword you have a jab and a forehand or backhand slash at your disposal. Defensively, you can duck either left or right — watch carefully to see from which direction your enemy is going to slash at you before ducking.



LEVEL FOUR

Speak to the human who saves you from the troll, and he gives you a Flying Carpet. Go through the door and use the carpet to fly around to get Anna's ring. Now find the room with Anna and give her the ring before going down again to the room with the pentacle. As long as you have three rings, walk round it clockwise three times for the exit to appear.

Pit traps in some rooms are a nuisance, and can be deadly if you fall right through the trap. Some of the stone floor slabs are not as solid as they look, gioving way when you tread on them. But there's always a chance of surviving. Just hang there for a second, then press [UP] three times in quick succession to swing up and forward.

LEVEL FIVE

Get the egg, then go and see the Merchant to buy the Potion. Next talk to the goblins who tell you where a man may pass through a small crack. It's the mouse-hole. Drink the Potion to shink yourself and go through the mouse-hole to the nest room. Use the Fireballs to kill the birds and then search them to find the key to the door. Follow the safe route to point A and turn on the worm sensor. This warns you of the worms which leap up through the floor to grab the unwary adventurer.

Once through the door, drop the bait in the centre of the pentacle. The bird which hatches from your egg sits on it, which opens the door to the next level.

LEVEL SIX

Go through the tunnel to the Spider. Move in close enough so that it shoots its web twice before attacking and killing it. Get the bottle of Alcohol and pour it over the chest before opening it. Use the Levitate spell to avoid the eggs and get to the exit.

LEVEL SEVEN

Talk to Dunric and give him his ring. In return he gives you the Body Statue, Magnetic Hands and Sonic spells. Thus armed, go down into the water and using yourself as bait, lure the Nordac monster away from the sluice.

Row like mad to get back to the ladder — but don't overdo it, or the whirlpool's effect drags you to your death. Go up the ladder and wait for the monster to pass by underneath and get washed into the whirlpool.

Now row back to the sluice and use it to get the the last level.

LEVEL EIGHT

Open the chest and get the six Blink spells and the Fire-protection spell. Now go down and fall through the hole to face the dragon in his lair.

Use the Blink spells to avoid the dragon's blast. After the sixth blast he gives a seventh, but as he draws breath for it, use the Fire-protection spell and hold up the Amulet, which forces Mordahir to appear.

Use the six Statue spells to avoid his lightning bolts. After the third bolt he tries to fake you out. The key to this is to watch the dragon's head. He always watches the bolts. After the sixth he announces that you have no more defences and are about to die. Immediately he says it, use the Magnetic Hand to take the Amulet away from him. Then sit back and watch him fry!

Giant spider: get in close to kill it, but watch out for the webs it spins!

Spider webs

Tunnels

START

LEVEL SIX

536ff53010a41

CHEST: 80 Gold and Levitation spell

Bottle of Alcohol

Spider eggs

Exit to Level 7

Use the Levitate spell to avoid all the spider's eggs on the floor

START

Dunric: he's very important to your success in the rest of the game, so make sure you've still got his ring

TROLL

LEVEL SEVEN

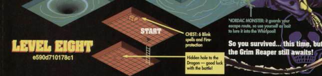
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Human

The Whirlpool: make sure you don't row the wrong way and get swept into it!

Exit to Level 8

NORDAC MONSTER: it guards your escape route, so use yourself as bait to lure it into the Whirlpool!




U.S. GOLD
US PRIZES TO BE WON!
send them on a postcard along with details of your name, address, age and
td., Dept SF, Units 2/3 Holford Way, Holford, Birmingham B6 7AX.
win and there will also be a hundred consolation prizes.

JOHN MADDEN FOO

If you're Madden mad but not a gridiron giant, use the team 'n' tactics below. Paz himself, with the aid of fellow game-freak CARL ROWLEY, reckon these plays are sure-fire winners, each and every one.

WASHINGTON DEFENCE

RUN DEFENCE 1

The 3–4 formation combined with an aggressive play makes it tricky for the opposition's linesmen to clear a path for the half-back or full-back who has the ball. Consequently, he runs into trouble before he can clock up any reasonable amount of yardage.

3-4 | attack | JET BLITZ 2

RUN DEFENCE 2

The 4–3 combination gives more linesmen on your front row. At the snap, they rush toward the runner and force him to go wide where one of your half-backs should be waiting to make a tackle. If your player misses a challenge, the opposition have the chance to make a few yards before they're caught!

4-3 | read

PASS DEFENCE 1

This defence is best used when you think the oppostion is going for a big pass or when you know which receiver he's going to pass to. The dime formation gives a greater spread of players so you can pick off any receivers that try to go for the big play. However, if they opt for the short pass to gain 5–10 yards, you won't have many players to try and break the play.

dime | cover | PREVENT 2

PASS DEFENCE 2

Unlike the above defence, this combination crowds out the front line, making it difficult for the ball to be thrown up the middle of the pitch. It also puts the quarterback under pressure and forces him to make a quick decision — often the wrong the one!

3-4 | read | MONSTER BLITZ

GOALLINE DEFENCE

This play has two advantages. It crowds out the front line, making a run into the endzone tricky, and it assigns a player to cover the touchdown pass should the quarterback try to throw it! Make sure you get the play right, though, or else you end up leaving opposing players wide open in your endzone (painful, eh?)

goal line | cover | SAFETY BLITZ

WASHINGTON OFFENCE

PASSING PLAY 1

Bringing your Hands team onto the pitch means you know you're gonna throw into a safe pair of hands! Two wide receivers run down the touchline then peel off in different directions, giving the defence two choices of who to pick up! When you see your reciever change direction, let fly with a bullet pass and 99% of the time you gain a first-down!

shotgun | hands | CROSS UP

PASSING PLAY 2

Quick out means just that! Your receivers get into a passing position almost immediately after the ball is snapped. As soon as your quarterback gets the ball, call up your passing windows then check to see what players are free and bomb the ball over to them! An ideal play for picking up 5–10 yards and more if you get the breaks!

run&shoot | fast | QUICK OUTS

RUNNING PLAY 1

This play has two options. Use either with a fast line-up or a big line-up, depending on how aggresive your opponents are! After the snap, your linesmen try to buy your full-back enough space to run across the back of your line then out the side toward the endzone. A good play to use 5–10 yards from the end zone, also if you need more than 3 yards on a third-down.

near | fast | FB OFF TACKLE

RUNNING PLAY 2

Speed is of the essence, once again, as you've got to get your quarterback motoring as soon as you receive the ball. When your running, find a small pocket of space and call up your windows. Your [A] reciever should be on the other side of the pitch, in the clear. Pick him out and lob the ball over to him to gain some serious yardage!

pro-form | big | HB TOSS LEFT

GOALLINE PLAY

Cool for short yardage situations. Your big linesmen hold up the opposition, giving your halfback time to cut right and find a gap through the opposition's defence.

goal line | big | HB CUT RIGHT



OTBALL '93

Wash. 82

The Redskins had a coach with a huge belief in the passing game. Having took them to a 8-1 regular season record, he led them to a 27-17 victory over Miami.

Pittsburgh 78

This team was involved in one of the closet Superbowls ever. Their Steel Curtain defence was tested to the limit and they eventually triumphed 35-31 over Dallas.

Oakland 76

Coached by John Madden, the Raiders completed a record 13-1 season. With one of the best teams ever to grace the NFL, they won the Superbowl 32-14.

Miami 72

This was the start of an era of Dolphin domination in the NFL. A straight season of 14 wins and no losses put the Dolphins in the right frame of mind for a win in '73.

New York 86

A nicely balanced side led the Giants to victory in the '87 Superbowl. An impressive 14-2 season gave them the edge, 39-20 against the Denver Broncos.

BUFFALOS DEFENCE

BUFFALO RUN DEFENCE 1

The line and ends of the opposition are closed down making it difficult for any runners to make decent yardage. Of course you have to guess as to what the opposition are up to but if they're planning a running play this defence should make sure that they don't get too far.

BUFFALO RUN DEFENCE 2

The opposition's frontline's attacked from the snap, putting pressure on the receiver who then has to decide which way he's gonna run. By which time your safety's should have got around the line and be in a position to tackle the runner before he's had the chance to do any serious damage.

BUFFALO PASS DEFENCE 1

Four linesmen pressure the QB whilst your corner backs and safety's cover any would be recievers. A team with a strong defensive front line will find this play very effective as more often than not the offence crumbles and you can get in to sack the QB.

BUFFALO PASS DEFENCE 2

This defence concentrates more on the wings. It stops the wide recievers getting through and it tends to leave the middle of your defence empty! Not a good play to use if you've got a light weight defence but excellent if you've got a big strong team.

BUFFALO GOALINE DEFENCE

Every opposing player is marked making a TD pass risky. Running plays however will depend on how fast the runner is and whether you've got enough men around him to make a tackle. In the case of Buffalo this is an excellent defence which is also good for use in trying to stop a first down when the opposition needs only a few yards.

BUFFALOS OFFENCE

BUFFALO RUNNING PLAY 1

Use this play to gain medium to short yardage. Ideal for a first down or even a sneaky Touchdown if you're near the endzone. If you've got a fairly strong Half Back you should be able to break a few tackles and hopefully run in more yards so check out the strength of your squad and try using this play as your regular running play.

BUFFALO RUNNING PLAY 2

The shotgun formation splits the oppositions defensive line apart and gives your Full Back time to find a gap through their defensive line. So go for it! If used correctly this play is good for 5-10 yards and is a useful play on a 2nd or 3rd down when you've got 5 yds or more to cover.

BUFFALO PASSING PLAY 1

Your [B] receiver runs around the line and down the field whilst [C] provides an option on the right should your two other recievers fail to lose their markers. The [C] option doesn't give you that much room to make a lot of yardage but it fools the opposition as they think you're going for the big pass for 20+ yards.

BUFFALO PASSING PLAY 2

The flood left tactic has it's good and bad points. The opposition know where your gonna be throwing the ball but they don't know who to! The [A] option lets you try your luck up the wings whilst [B] gives you a clean run in the centre of the field. The trick to mastering this play is to learn the correct time to throw the ball.

BUFFALO GOALINE PLAY

Your linesmen keep the opposition's line and ends closed giving you the chance to run along the side of them and then sprint for the Touchdown. But be warned, after you've cleared your lines you're on your own, so make good use of the break tackle and twist moves that you've got to try and worm your way over the line!



RAINBOW ISLANDS

Collect diamonds in order from red to purple on Level One and kill the boss monster. You see a door appear which has super speed-up shoes, and you also discover a diamond hidden behind it. By pressing the following keys from the title screen before playing you can start the game with extra items;

UP, [B], DOWN, LEFT, [C], [A], [A] - SUPER SPEED-UP SHOES,
UP, [B], DOWN, LEFT, [C], [A], [A], [B] - SUPER SPEED-UP SHOES and RED BOTTLE.
UP, [B], DOWN, LEFT, [C], [A], [A], [B], [C]- SUPER SPEED-UP SHOES and RED and YELLOW bottles

SONIC 2

To stop the clock on Sonic 2 on every level and to get a 50,000-point bonus after you defeat each form of Dr Robotnik, use the level select (19, 65, 09, 17 on sound test), choose a level and pause the game with 0 seconds on the clock. Now hold down [B]. Keep [B] held down throughout the level, you can move Sonic (or Tails) in slow motion without the clock changing. To jump press [C]. Never press [A] or the machine resets itself.

■ TALMIT'S ADVENTURE MD
On the password screen, type in ARDE for a level-select.

■ DJ BOY MD
On Level 3, hit the third barrel to reveal loads of coins and other useful items.

■ BLACK BELT MS
On the title screen keep your finger on the button, until the screen flashes black then quickly take your finger off and reset the game. You should now get infinite lives.

■ CAPTAIN SILVER MS
To continue after the game, press UP and LEFT together.

■ RAMPAGE MS
For infinite lives, wiggle the directional pad clockwise and press buttons [1] and [2]

GAME GENIE

It's time for our monthly dose of codes! This month we've got more codes for *Sonic 2* and *Taz-Mania*.

SONIC 2

GJ8A-AA4G	Go straight to end-game sequence
AH2T-CAH6	Need only one ring to enter special stage
SBJA-HAWJ	Every ring worth eight in special stage (Sonic)
SBJA-HAWR	Every ring worth eight in special stage (Tails)
ACZT-CACA	Start with seven Chaos Emeralds
AGZT-CACJ	Need one ring to become SuperSonic (use with above code)
K4ZT-CA9N	SuperSonic doesn't lose rings when hit

TAZ-MANIA

EAJT-JABY + EAKT-JABZ	Start with 20 lives
AJKT-JA24	Infinite lives
NTJT-JABY	100 Continues
AJXA-GA22	Infinite energy
RF4A-E6YW	Food worth 100% energy

Thanks to Jason Charalambous for the Taz codes and Mark at the Game Genie helpline for the Sonic codes. Remember kids, you can win a SEGA FORCE T-shirt if you send in any half-decent original Game Genie codes. So switch on your MD and start coding! Usual address, please.

TERMINATOR 2

PLAYERS GUIDE

LEVEL ONE

Probably the easiest level in the game (well it is the first!).

Keep an eye out for the hunter-killers that fly along from time to time. Get caught in their gun fire and you lose a lot of energy! Apart from these flying menaces make sure you don't get swamped by endoskeletons. Blast 'em as soon as they appear, but try not to use your rockets unless it's absolutely necessary 'cos you need them for the boss who looks like that robot from *Short-Circuit!*

To defeat him you have to dismantle bits of him in a set order. Start off with the guns on the left and right-hand sides of his body, then annhilate his face and his upper body. Finally,



when he's nearly done blow up the grid above the wheels! But watch out for his missiles 'cos he goes ape and starts firing them off at an alarming rate. Make sure you shoot a good percentage of 'em down. Once all that's done it's onto level two!

LEVEL TWO

No end-of-level boss, but loads of terminators and funny flying spheres that knock off tons of damage unless you deal with them quickly! Make sure you hit every single piece of scenery as it usually explodes revealing some sort of useful object (the shopping trolley reveals a yellow shield that replenishes your energy once hit). Be careful not to hit any humans and make sure you don't allow too many terminators and endoskeletons on the screen at the same time.

LEVEL THREE

The hardest level of the game, simply because the truck drives at an incredibly slow speed and the gunner is crap! Use our tips in Issue 15 to work out the pattern of the hunter-killers and concentrate on killing those. Remember you only have to hit them once to prevent them from firing, so don't be too much of a scrooge with your missiles and bullets. Simply wait at the side of the screen for each flying menace, and as soon as you see them enter the screen LET EM HAVE IT!

LEVEL FOUR

Another difficult level. You find yourself in a fenced off compound being attacked constantly by Arnie look-alike terminators! Shoot the lock on the door on the right to escape. The next obstacle you face is the end-of-level boss from the first level. Do the same to him as you did before except try to use more bullets than missiles because you need them on the end-of-level time machine.

To destroy it first take out the missile pods on the left and right of the machine — then take out everything around the centre of the machine (and I mean everything!). Finally splurge the machine and you're off to the past!

LEVEL FIVE

A fairly easy level, simply avoid shooting Sarah and John Connor and make sure you pick up most of the power-ups they drop for you. Just shoot everything including filing cabinets, computers, waste bins etc! On this level watch out for the suited scientists and their lethal potions and make sure you don't waste the two heroes by your trigger happy ways because there are loads of ammo and mini-guns to be picked up, and the temptation is sometimes too great!

LEVEL SIX

This is like the jeep level except for the fact that if the helicopter touches the van once — you're dead! So make sure your gunsight is constantly on the move and get ready to react quickly when you see the nose of the helicopter appear. When you've got rid of the chopper squad, you have to stop the T-1000 from ramming you off the road in his petrol tanker — so blast the cab five or six times to stop him from completing his mission.

LEVEL SEVEN

Very easy level, the best tactic to use is to blow up loads of holes either side of the T-1000 and then fire at him. He either rolls out of the way into the liquid nitrogen or gets blown over by your shots in which case you can puncture the tanker above him and turn him into a walking icicle!

THE LAST LEVEL

Keep firing at the T-1000 to stop him from killing the Connor family. Don't waste your fire when he appears close, simply save up enough ammo to push him to the edge of the platform when he backs off and tries to kill John Connor. When he's on the edge a mini gun should fall along with the regular supply of ammo cartridges — you have to get this as it gives you enough fire power to push him over the edge and save the planet from nuclear holocaust! Don't you just feel warm inside?!

Thanks to **Michael Murray** from **Mossely Hill, Liverpool** for sending in this players guide!

SHADOW DANCER

David Harvey from **Watford, Herts** has sent a guide for the extra lives in **Shadow Dancer.**

LEVEL 1-1

When you reach the hostage who gives you a power-up jump in the air and fire right. A 1-UP symbol appears.

LEVEL 1-2

Above the fifth hostage to the right there's a platform with a ninja on it. Jump up and kill him and then shoot along the floor of the platform. A 1-UP symbol should appear.

LEVEL 2-1

Below the fifth hostage there's a platform with two gunmen on it.

Drop down and kill the baddies then shoot to the right. A 2-UP symbol should appear.

LEVEL 2-2

When you come to a trailer with boxes on it (and a warehouse behind it), walk to the right and jump towards the fence (off the trailer). Fire in the air and a 1-UP should appear.

LEVEL 3-1

When you've rescued the third hostage don't jump up to the platform above. Instead walk right and you see a ninja on a block. Kill him and shoot the space he occupied.

A 2-UP should appear. To get it go above and drop down onto it.

LEVEL 4-1

After you collect the third hostage there's are a flight of stairs leading down, with gunmen on each step. At the bottom there's a gap, jump over it and fire left at the bottom step. A 1-UP should appear.

LEVEL 4-2

The 1-UP is in the same place as the third hostage.

LEVEL 5-1

The 1-UP is the first hostage

LEVEL 5-1 ROOM 3

The 1-UP is on the opposite side of the block to the hostage.

■ SHINOBI MS
When the ninja comes on press DOWN, DOWN, LEFT, RIGHT, RIGHT, UP, UP and then START to choose which level you want to start on.

■ ENDURO RACER MS
For a level select push UP, DOWN, LEFT, RIGHT on the title screen. This may not work straight away so keep trying!

■ CHOPLIFTER MS
To choose on which level you want to start, do the following, Press UP, DOWN, LEFT, RIGHT on the first screen and repeat on the second, then push UP or DOWN to choose.

■ BUBBLE BOBBLE MS
To choose where you want to start use this code; 3V35 NLLE.

■ CASINO GAMES MS
Enter your name as MR.SEGA and enter your account number as 8314853112. Now you'll have loads of money!

■ POWER STRIKE MD
To start the game with ten lives go to the title screen and press the following combinations of buttons and directions on the D-Pad; DOWN, RIGHT, DOWN, DOWN, LEFT, RIGHT, UP, RIGHT, and then button [1] Thanks to Douglas Hill of Ashton, Bristol

ACTION REPLAY

This month sees the introduction of a brand new section. I've had loads of letters and phone calls about *Action Replay* codes and carts, and after getting in touch with Datel, we decided to start an *Action Replay* codes section.

Being the fun-loving people we are, the section isn't just going to list loads of *our* codes, NO!

We want you to send in your codes every month! We've got loads of T-shirts to give away for those who send in original codes.

Start sussing out those codes, scribble 'em down then send them to: READERS' REPLAY, THE CHEAT CHAMBER, SEGA FORCE, Ludlow, Shropshire SY8 1JW. After all, you've got nothing to lose but everything to gain!

ALIEN 3

FF0845OO99	Unlimited machine gun rounds
FF0847OO99	Unlimited flame
FF0849OO99	Unlimited mortars
FF08EBOOXX	Lives, where XX is the amount you want
FF090BOOO9	Infinite lives
FF0867OO5O	Freeze the timer
FF0811OOOX	Hostages, where X is the amount you must rescue: try a value of 1
FF0813000X	Level select, where X is the desired level. Start as normal and lose a life to activate

CHUCK ROCK

FFO6D1OOO3	Infinite lives
FFO6D5OOO7	Invulnerability

DESERT STRIKE

O95F8C1388	Gun capacity is 5000
OO49BEOOOO	Helicopter consumes no fuel
OO6AA44A79	Infinite lives
OO689C4A79	Unlimited fuel
OO49DO7FFF	Start with 32,767 armour
O95FCAO19O	Hellfire inflicts 400 points of damage
OOD55A6OO2	Unlimited capacity on all weapons
FF1OB7OOO3	Infinite lives

PHANTASY STAR II

OO2D526OO2	Players never get paralysed
OODO1C6OOC	All items are free
OOA6O86OO8	Allows peaceful tech niques with little energy
OO2BOC6O12	No damage taken from normal physical attack
OO2C146O12	No damage from venom strikes
OO716E6014	No damage taken in damage zones

UNIVERSAL SOLDIER

FF12D9OOO9	Unlimited smart bomb
FFOADFOOOX	Lives, where X is the amount when Action Replay's enabled

Let me know what codes you'd like to see printed. Please remember, codes for new games are not officially released for six weeks! Thanks to **Mark Wallace** at **Datel Electronics** for all his help.

EVANDER HOLYFIELD'S BOXING

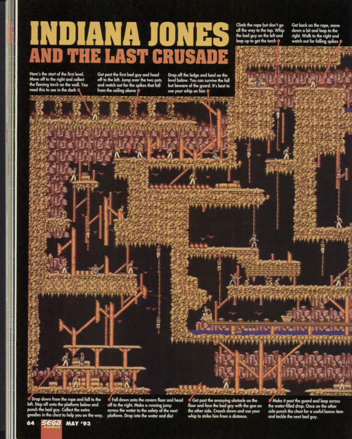
When starting a new boxer off on the long, rocky (pun intended!) road to stardom and brain damage, enter their name as THE BEAST (including the space). Your boxer should turn green and have full bars for stamina, power speed and defence! That should save a few brain cells in the ring!

For that cruising, bruising cheat we have to thank **David Taylor** who resides in **St Helens, Merseyside**. Cheers, mate!

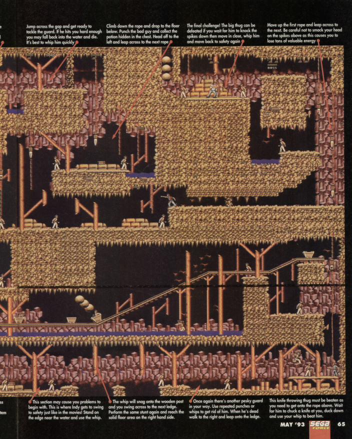
DAVID ROBINSON'S SUPREME COURT BASKETBALL

Here are the four passwords needed to reach the final! You have to win the final yourself, but at least you won't have to play through the earlier games.

1st Round: **PQSTUZYBK.**
2nd Round: **PQSTUZYIK.**
3rd Semi-Final : **PQSTUZYQC.**
Final: **PQSTUZYYA.**



INDIANA JONES
AND THE LAST CRUSADE
Here's the start of the first level. Move off to the right and collect the flaming torch on the wall. You need this to see in the dark
Get past the first bad guy and head off to the left. Jump over the two pots and watch out for the spikes that fall from the ceiling above
Drop off the ledge and land on the level below. You can survive the fall but beware of the guard. It's best to use your whip on him
Climb the rope but don't go all the way to the top. Whip the bad guy on the left and leap up to get the torch
Get back on the rope, move down a bit and leap to the right. Walk to the right and watch out for falling spikes
Drop down from the rope and fall to the left. Step off onto the platform below and punch the bad guy. Collect the extra goodies in the chest to help you on the way.
Fall down onto the cavern floor and head off to the right. Make a running jump across the water to the safety of the next platform. Drop into the water and die!
Get past the annoying obstacle on the floor and face the bad guy with the gun on the other side. Crouch down and use your whip to strike him from a distance.
Make it past the guard and leap across the water-filled drop. Once on the other side punch the chest for a useful bonus item and tackle the next bad guy.



Jump across the gap and get ready to tackle the guard. If he hits you hard enough you may fall back into the water and die. It's best to whip him quickly

Climb down the rope and drop to the floor below. Punch the bad guy and collect the potion hidden in the chest. Head off to the left and leap across to the next rope

The final challenge! The big thug can be defeated if you wait for him to knock the spikes down then move in close, whip him and move back to safety again

Move up the first rope and leap across to the next. Be careful not to smack your head on the spikes above as this causes you to lose tons of valuable energy

This section may cause you problems to begin with. This is where Indy gets to swing to safety just like in the movies! Stand on the edge near the water and use the whip.

The whip will snag onto the wooden post and you swing across to the next ledge. Perform the same stunt again and reach the solid floor area on the right hand side.

Once again there's another pesky guard in your way. Use repeated punches or whips to get rid of him. When he's dead walk to the right and leap onto the ledge.

This knife throwing thug must be beaten as you need to get onto the rope above. Wait for him to chuck a knife at you, duck down and use your whip to beat him.

SOON, SOMETHING WONDERFUL IS GOING TO HAPPEN...

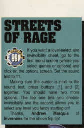
SEGA FORCE FORCE

Watch out for details next month all Master System, Game Gear and Mega Drive game-freaks!



Handheld madness is upon us once again! For all the best cheats and tips for your baby Sega, get a copy of SEGA FORCE each month and have a look in this section! And if you've got any stuff you fancy sharing with the other game-freaks, pop it in an envelope and send it to: GAME GEAR ALLEY, SEGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW!

STREETS OF RAGE



If you want a level-select and invincibility cheat, go to the first menu screen (where you select games or options) and click on the options screen. Set the sound test to 11.

Making sure the cursor is next to the sound test, press buttons [1] and [2] together. You should have two more options. The top one lets you choose invincibility and the second allows you to select any level you fancy starting on!

Thanks, **Andrew Marquis** of **Inverness** for the above top tip!

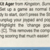
NHLPA HOCKEY '93



If you want your games a tad easier, follow the cheat below sent in by **Kit Ager** from *Kingston, Surrey.*

Set up a game as normal but when you're ready to start, don't press the Start button. Instead, unplug your joypad and pop it into port two. Highlight the 'change goalie' option and press [C]. This removes the computer's goalie, making scoring that much easier!

MUHAMMAD ALI'S BOXING



Here are all the codes for both the Arcade and Simulation games that let you challenge the world champion yourself. So a big round of applause to **JP Booker** of **Sutton** in Ashford, Notts for playing through the whole game and sending the codes.

Simulation	Arcade
H07KEHCZ	007KEHCZ
H07EBXCZ	007EBXCZ
H075C7CZ	0075C7CZ
H07B4NCZ	007BCNCZ
H072N4CZ	0072C4CZ
H07CNCCZ	007CCCCZ
H07WNBCZ	007WCBCZ
H074NECZ	0074CECZ

Cheers mate and thanks for your help!

Dodgy Tip Of The Month!

SONIC 2

Neil Thistlewaite from **Leicester** reckons that if you manage to land on Tails and squash him, you get 99 extra lives! I tried this tip for about ten minutes, and landing on Tails is nigh-on impossible! Even if you do, you can't squash him, you just stand in front of him! So is Neil trying to pull a fast one or has he found a cheat that's bloody difficult to do?

If any of you game-freaks out there can shed any light on the subject write to me, Paz, at the usual address. Cheers!

ROAD RASH 2

If you want to start the game with the best, super-fast, ultra-cool bike money can buy, simply type in the password 6THM DUUB. Thanks to **Clare** from **Killer Consoles** for that cheat. Keep casting your runes, chuck!

BART VS THE SPACE MUTANTS

Here are some handy hints to help Bart defeat the alien menace, sent in by **Jonathan Foot** of **Bearsden, Glasgow.**

Level 2: THE SHOPPING MALL

At the first cement pit, jump onto the second platform and jump up three times. The platform transports you across.

Level 3: THE FUN FAIR

To open all the doors, open the bottom-middle first, then the middle-middle and top-middle. You get five balloons!

When you're over the blowing pipes, go to the last platform and stand to the far left. Coins keep shooting up at you. Stay there and collect as many as you like, thus earning loads of extra lives. But keep an eye out for the time!

Level 5: THE NUCLEAR PLANT

The door codes are

Level 1: 14	Level 2: 32
Level 3: 11	Level 4: 41
Level 5: 21	

To get the last radioactive rod, you have to find baby Maggie 'cos she's playing with it!

FANTASY ZONE

If you want extra options on this fab cutesy shoot-'em-up, press Up, Down, Left, Right, [1], [2], [1], [2], and Start. You should get a screen called Config Mode, where you can choose your number of lives, starting round, amount of money, sound and mode. On mode, you have three choices, Normal, Hard and Undead. Undead means you can't be killed, so press Left, [1] and [2] at the same time.

Ace blaster **Alice Wood** from **Dulwich, London** sent in that super little cheat!

ALIEN 3

C Price of **Deane, Bolton** has found a really smart ammo-saving tip! To conserve flame ammunition, wait until the Aliens are virtually shaking your hand then quickly tap the [1] button. You fire a flame and kill the Alien but don't waste a single drop of fuel!

LEMMINGS

Here are all the codes for the Fun, Tricky and Taxing levels.

FUN	TRICKY	TAXING
2: TGNBVLWM	1: RCEJTHOD	1: ECWMZTGM
3: ZTGNBUIQ	2: YQBDGNBU	2: ZSFKUJSF
4: BDGMZSEJ	3: JTHPGFDY	3: LXPGFDYR
5: TGMZSFKU	4: RDHPGFEC	4: CFKVKUJT
6: JSFKVLWM	5: WMZSEJTG	5: GMYRCFKU
7: BUIQBCFK	6: MZTHPGGF	6: JTHPFECX
8: UJTGMYRD	7: DZSEIRCE	7: PFDZSFLX
9: HODYRCFK	8: IQBCFKVL	8: OECWMZTG
10: VKVLWMZS	9: WMYRDGMY	9: NBUJSFLW
11: FLXPGGGG	10: RDGMZSFK	10: MZSFLWMY
12: GFECXPGF	11: VLXODZTH	11: RCFKUJSE
13: DZSEJSFK	12: PFECXPFE	12: IRCEJSEJ
14: UIQAABCE	13: BUJTHDEC	13: SEJTHOEC
15: JSEJTGMY	14: XOECWNBU	14: WMYQBDGM
16: QABDGNBU	15: JSFKVKUJ	15: YQAAAAAB
17: IRCEIQAA	16: THODZTGM	16: DHODYRDG
18: BCFLWMZT	17: YQBCEIRD	17: NCWNCWMY
19: GMZSFLWM	18: HPFDZTHP	18: QAABDHPG
20: ZSEIRCFK	19: FEBVLWNB	19: GGGFDYQA
21: UJSFKVKU	20: UJTHPFEC	20: AABDGMYR
22: JSEJSEIR	21: WNCWNBVL	21: DHODYQAB
23: DGNCWMYR	22: WMYRCEJT	22: DHODYQBD
24: DHPFDYQA	23: GNBUIQAA	23: GNCXPGGG
25: AABDHODY	24: ABDGMZTH	24: GFDZTHPG
26: QBDHPGFE	25: ODYRCEJS	25: GFECWMYR
27: CXDDYQBD	26: FKUIQBDG	26: CEIQABDG
28: HPGGFECX	27: NBVLXPGG	27: NCWMYRCE
29: ODZSEJTH	28: FDYQBDGN	28: IRDHODZS
30: PFECXDDY	29: BVLWMZTG	29: EJTGMYQB
30: NBUIRDHO	30: DHODZTHP	

Thanks to **Steven Tigwell**, who lives in **Dorchester, Dorset**. And for all your trouble, mate, you've won £50!

STUCK IN A RUT

It's time, once again, to be charitable and help out all those game-freaks in need, or put over a request for help on your favourite game! And it couldn't be easier! All you gotta do is jot down your solution or problem on a piece of paper and send it to STUCK IN A RUT, SEGA FORCE, Impact Magazines, Ludlow, Shropshire, SY8 1JW and I'll print or pass on any stuff I get!

WARRIORS OF THE ETERNAL SUN MD

Andrew Storr is having problems finding the **Elven Cave**. He thinks it's protected by some sort of god! So if any of you RPGers out there know how to get into the cave, drop Paz a line at the address above.

TAZ-MANIA MD

Judith wants an MD Taz tip. She's tried the level-select I printed last ish but can't get it to work. If you kids have an alternative MD *Taz-Mania* cheat, send it in!

DRAGON CRYSTAL GG

Poor old **Daniel Eyers** is having problems with this GG fighting/strategy game. He'd appreciate any help he gets. Scribble down a solution and pop it in the post, eh?

ALIEN 3

Despite our super cool maps *and* level-select, **Derek Clayton** is *still* having trouble! He's stuck at the start of Mission 9 and wants all the weapons and ammo above the start position. Can you help him? You know the address!

Right, that's enough of that section for this month! If you've got anything that may help any of the above, send it in! If it's really good, you might win £50! I wanna see a big bulging sack of mail from you game-freaks, ya hear?!

TERMINATOR 2
The Arcade Game

Having trouble with your laser? Does it overheat at critical moments? If you've got an SG Pro Pad (or similar), your hot-headed days are over: simply set the speed switch to the far-left position and use autofire!

You can now blow up Terminators to your heart's content and your gun won't even get above luke-warm!

Thanks to **Marc Bates** from **Northolt, Middlesex** for that natty cheat.

GHOULS 'N' GHOSTS

If anyone out there's getting bashed to pieces by Loki and his minions, a knight in shining armour has arrived! **Jason Charalambous** of **Tottenham, London** has donned his proverbial armour and given us a crackin' cheat!

The first thing to do is to get to the title screen and press [A] four times then Up, Down, Left and Right. You should hear an unfamiliar tune — if so, the cheat's worked! Now look at the combinations below (enter them *after* the above):

[B] + Start: invincibility.
Up, [A] + Start: start halfway through Level 2
Right, [A] + Start: start at Level 5
Right, Down, [A] + Start: takes you straight to Loki.
Down, [A] + Start: start at Level 3
Left, [A] + Start: start halfway through Level 4
Down, Right, [A], [B] + Start: takes you to Loki with invincibility; hold down [B] to slow down the sprites

VIGILANTE

If you're having trouble with the end-of-level baddies, Darren Campbell is the man to help you! The lad from Renfrewshire, Scotland, has got the low-down on how to duff-in all the big meanies!

HARLEY HOG: Jump toward him. When you're close, crouch down and start punching him. Keep moving away then crouching and you should beat him no problem!

MAD DOG: When this crafty canine walks away, follow close behind him and start punching him. Avoid his punches when he fights back! Repeat this process and he won't last long!

MACEHEAD THE HORRIBLE: Wait until his ball and chain is just about to hit you then jump toward him. Crouch and punch him two or three times then jump away before he kicks you. Wait until he chucks his ball and chain again and repeat the steps above!

IRON BRAIN: This bloke stands on a big ledge and throws sticks of dynamite at you! Dodge these and do a couple of flying kicks at metal head and he should jump down. He walks toward you and tries to punch you. Just as he raises his fist, walk forward and whack him one! Jump back quickly to avoid his fist and repeat the process.

GIANT DEFIANT: Use the same tactic as above. Wait until he's about to snot you one then walk forward, punch him and jump back. Do this a few times and you'll rescue your babe in no time!

ROADBLASTERS FX

Here's a couple of cool cheats for this crackin' interactive CD game, courtesy of our Japanese correspondent, **Norton Ogasawara**. On the title screen, move the cursor to Config Mode while keeping Up pressed, then press Start. On the Config screen, keep the cursor at Players then press [A], [A], [A], [A], [A], [A] for a level-select.

For invincibility, key in [A], [A], [A], [A], [A], [B]. And if you want to pause the game using the Start button, press [A], [A], [A], [A], [B], [A].

You can use all these cheats together by returning to the title screen after each cheat!

SONIC 2

After bringing the UK's first airing of the level-select cheat, we can now bring the level designer cheat! Simply enter the level-select, go to the sound test then enter the following tunes: 01, 09, 09, 02, 01, 01, 02, 04. You should hear a chime.

Select the level of your choice and press [A], Start and [B] simultaneously. Press [B] to start the cheat.

To change Sonic into another sprite, press [B]. Press [C] to make the change permanent.

Thanks to **Scott MacGregor** from **Larkhall, Lanarkshire** for that cheat!

The Chamber closes its doors for another month. And if you thought this issue's tips were good, next month's will be even better — as long as you keep sending in tips and cheats! Here's the address: THE CHEAT CHAMBER, SEGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.


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MEGAMIX SOFTWARE (SEGA) 46 ASHDEN WALK, TONBRIDGE, KENT, TN10 3RL



What's round, lives inside the Mega-CD and is one of the best roleplaying adventures we've seen? Elementary, my dear game-freaks! Prepare yourselves for a triad of cases and put to trial your powers of deductive reasoning. Haven't a clue what we're talking about? Read on...



Little did Conan Doyle know that his world-famous detective, Mr Sherlock Holmes, would end up in his very own adventures on compact disc! The appliance of science, huh? If you fancy being Jeremy Brett (the latest and greatest actor to depict Holmes, in our opinion), clock a load of this.

Sherlock Holmes, Consulting Detective is the ideal game if you're thinking of entering the realm of roleplaying games. You see the world through the eyes of Holmes and his long-term companion, Doctor Watson.

Actors portray each of the characters onscreen, but beware — most are Americans who attempt (rather badly!) to assume British or Scottish accents! The guys 'n' gals in the good old U S of A have strange ideas about how our ancestors in Victorian England spoke!

There are three cases at your disposal: *The Mummy's Curse*, *The Mystified Murderess* and *The Tin Soldier*. Each involves the most gruesome crimes seen in London society. They're totally new cases — you won't find the answers in any of the novels!

What's on the CD?

First up's an introduction from the man himself. Holmes informs you of various members of the community who *may* be of assistance throughout a case.

The Baker Street Irregulars are a group of Dickens-esque street urchins, who listen through keyholes, eavesdrop conversations or nose through windows when there's something juicy going on! They're know-it-alls, basically, and if you're lucky, they'll have plenty of tit-bits that should give a few leads.

Then there's the more respectable crowd — the Baker Street Regulars. These are barristers, criminologists, pathologists. There's the infamous Inspector



Holmes gives a spoken introduction at the start of every case. There's news on the Baker Street Regulars and Irregulars. Listen to every word...

...you never know quite when a statement's important. In *The Mummy's Curse* (above), you find written as well as spoken clues.

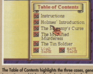
Paul concludes... *'A STUNNING DETECTIVE SIM'*

Well then, Mr Pitt and Yeo, what do you deduce from Sega's attempt at recreating the adventures of the world's most famous detective?! Hmm, interesting, you think it's a bloody good attempt and well worth a bash! Well, after looking at all the evidence available and trying out the game for myself, I can also conclude that *Sherlock Holmes* is a brilliant recreation of 19th century crime through the eyes of a great detective!

The graphics are great and the sound is top notch. All the scenes look realistic and dialogue is crystal clear. Mind you, it needs to be! Most of the clues are found buried in conversations you have with various suspects, victims and crime experts. You need to be a red-hot supersleuth to crack the three cases available to you and your Scottish sidekick!

One accusation that can be levelled at *Sherlock Holmes* is that once the three cases are solved, you probably won't return to the game much! Younger gamesplayers will find this game too involved and pretty boring, as will shoot-'em-up freaks.

In short, it's a great game for anyone who fancies an old-fashioned murder mystery to solve and also shows off the power of the Mega-CD. If Miss Marple, Taggart and Poirot are your cup of tea — buy it! ***PAUL 88%***

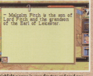




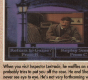
The Table of Contents highlights the three cases, general instructions and Holmes' introduction. Notice the Load Game and Save Game options. *Sherlock Holmes, Consulting Detective* has a backup system. If your brain gets in a twist, like Ade's, save the game and return later.



The young wigged gentleman is Mr Edward Hall. He's a barrister. If you wish to visit him, highlight his name in your notepad then click on the horse and cart icon. If you miss his wise words, you can replay the scene.

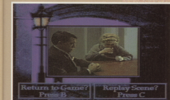


If you highlight a name in your directory and need any information about that person, click on the file icon and bits of goss appear. Seems Malcolm Fitch comes from a well-bred family... but is he a murderer?



When you visit Inspector Lestrade, he waffles on a bit and probably tries to put you off the case. He and Sherlock never see eye to eye. He's not very forthcoming with information. His name's listed in your notepad.

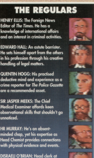
CK HOLMES



Left: The lady crying into her cup is Frances Nolan. She's *The Mystified Murderess*. Arrested for a crime she didn't commit? That's for you to decide.



A pictorial screen of the Baker Street Regulars. Check out our box (right). You get a more detailed account of each of the Regulars during the game.



THE REGULARS

HENRY ELLIS: The Foreign News Editor of *The Times*. He has a knowledge of international affairs and an interest in criminal activities.

EDWARD HALL: An astute barrister. He sets himself apart from the others in his profession through his creative handling of legal matters.

QUENTIN HOGG: His practised deductive mind and experience as a crime reporter for *The Police Gazette* are a recommended asset.

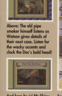
SIR JASPER MEEKS: The Chief Medical Examiner affords keen observational skills that shouldn't go unnoticed.

HR MURRAY: He's an absent-minded chap, yet his expertise as Head Chemist provides connections with physical evidence and events.

DISRAELI O'BRIAN: Head clerk at the Office of Records. He's a walking encyclopaedia for state papers and legal records.

PORKY SHINWELL: A one-time resident of Parkhurst Prison. He's now the proprietor of a pub and tuned to dealings of the underworld.

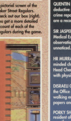
LANGDALE PIKE: Gossip columnist. He's knows all about crimes and scandals of bygone days. Some of his info is invaluable!

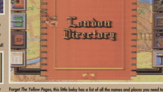


Above: The old pipe smoker himself listens as Watson gives details of their next case. Listen for the wacky accents and clock the Doc's bald head!



And here he is! Mr Shiny Patch himself! He's puzzling over another case, *The Tin Soldier*.





Forget *The Yellow Pages*, this little baby has a list of all the names and places you need to visit throughout the course of your investigations. Of course, not *all* the bods and locations are relevant to your particular case. Some a red herrings, put there to make things difficult. For example, don't visit *Mat* Yeo 'cos he doesn't talk much sense! (Soz, Mat!)



When you've played the game long enough and think you're about to nab the person who committed the dastardly deed, click on the trial icon and you're transported to the courtroom. Listen to the judge. If he says you ain't got enough evidence, he turfs you out on the street. If he thinks you're on the right lines, he asks you questions about your investigations. If your evidence is correct, you've cracked it!

HOUSES & HOLMES

LONDON LIBRARY: Possesses a remarkable collection of reference works that may be of some use in your investigations.

SCOTLAND YARD: Your main contact, Inspector Lestrade, is more useful for his acquisition of inaccessible info than he is for theories and facts.

SOMERSET HOUSE: Holds a sizeable collection of files on births, marriages and deaths. There are also wills and testaments here.

Just do as the nice man tells you and 'Select one'. You hear a bit of tinkly music and a spoken instruction as to what each of these beauties does during the game.

Above: A page of the directory in all its glory. Just move the pipe icon onto the name of the location or person you want to visit. Next stop, the Haymarket Theatre!

During some interviews, the action cuts from cinematic sequences to black and white, hand-drawn pictures, usually highlighting past events.

Warren deduces... *'PUZZLING'*

The first of the new wave of Mega-CD games is here! *Thunderstorm FX, Road Blasters FX* and *Time Gal* were and still are a visual feast, but taking part in an interactive Japanese cartoon is nothing compared to this. *Sherlock Holmes* uses *real* images of *real* people — it's like watching a fully-fledged TV programme.

Some will point out that the video image only takes up about a quarter of the screen and the colours are iffy (not *that* much like a telly programme, then —Ed), but these are forgotten about when you actually play it. After a few minutes, you're drawn into your selected adventure's plot and involved with the wheelings and dealings of its characters.

Although some of the accents are naff, even laughable at first (these aren't exactly Oscar-winning actors!), the crystal-clear voices play a major part in building atmosphere. They're *Sherlock Holmes* biggest feature — if you don't listen to them intently for clues, you haven't got a hope in hell of solving the case!

I'm not a fan of games which require brain-power — thinking's for school and work! — but becoming Sherlock Holmes won me over. Even without the power of the Mega-CD, this *could* be a winner, but reading reams of text would put many people off. So just plop in the CD, sit back and listen with note book at the ready! *Sherlock Holmes* marks the true arrival of CD games.

WARREN 84%

Lestrade at Scotland Yard, a Victorian dandy who's into social scandals, a crime reporter who knows his stuff, a bloke at Somerset House (the records office) and the Foreign Editor of *The London Times*. These guys are experts in their field and you can't go wrong listening to each and every word they spout!

Wanna piece of advice? Write EVERYTHING down! You may *think* a statement's trivial, but it *could* hold the biggest clue to help wrap up the case.

Question is, how do you seek out the various characters to find all this yummy gossip? Simple! You're equipped with a note pad and a directory of some of London's most interesting inhabitants, many of whom are relevant to the case. It's up to you to find out which.

In your pad, you find a list of all the Baker Street Regulars. Choose one of 'em, click on the horse and cart icon and away you go! A scene materialises onscreen and any words of wisdom the Regular has on offer, scribble down. Listen carefully, they *may* supply names of suspects and locations that need investigating. If this is the case, have a nosey through the directory, find the person you need and go!

There's no place like Holmes!

Hold on a minute! What if you want to find out about the bod you're going to visit before you knock on their door? They could be a mass murderer, after all! Either ask the Baker Street Irregulars for any goss or click on the file icon and a wealth of knowledge about each individual springs forth.

Right, everything's hunky dory for half an hour or so. You're writing everything down, listening intently to each suspect, gossiping with the Baker Street crowd and checking your files like a good un'.

When suddenly, the whole affair grinds to a halt! You're stuck! You're frantic! You're hot and bothered! What now?

A-ha! Did we forget to mention the complementary copy of *The Times* newspaper you get with the game, jam-packed full of clues that could have you scouring the length and breadth of London in the blink of an eye? Thought so!

This copy of *The Times* is a little out of the ordinary. It contains pages from several *different* days, many of which correspond with the dates certain crimes were committed. If a date's mentioned while interviewing a suspect, turn to the relevant page in the paper, have a nosey through the stories, classified ads and personal column. If you read between the lines, as it were, you may come up with another vital tit-bit that'll get you out of your rut. You can call up pages of the newspaper onscreen, but it's quicker to scour the original.

The butler did it...

Phew! You've interrogated everything that moves, taken note of when the sinister music played (in other words, 'clock that piece of evidence, it's ultra-important!') and you've a list of info longer than Imelda Marcos' shopping list. What now?

You reckon you know who committed the dastardly deed? Time to go to court and put your evidence before a judge and jury. If they accept what you say, it's all sewn up, guv! If you slip up, it's back to the drawing board and a helluva lot more interviewing!

The road to success is a long one. After a day's continuous play and a whopping great headache, Ade cracked *The Tin Soldier*. Like any good crime movie, you're given a detailed analysis of how Holmes came to his conclusion and nabbed his man (or woman), then your score's displayed.

Here you find what could've taken Holmes 26 logical moves took *you* 547! Don't let it dampen your ardour, there are two more cases to solve, Holmes.

Holmes? Holmes?! Are you awake, dear boy? HOLMES!



Ade grins... *'THE MOST ENGROSSING GAME I'VE PLAYED!'*

It's true! *Sherlock Holmes* is *so* engrossing. I absolutely detest roleplaying games, but this has everything! Smart graphics, user-friendly icons, brilliant gameplay and tons and tons of atmosphere!

I'm a Sherlock Holmes fan. I've read the books, seen the films, bought the T-shirts etc and this captures the feel of the Conan Doyle novels to a tee, apart from the weird British accents those American dudes put on! But that's by-the-by!

The cases take some cracking. I managed to complete one of 'em and although I was gaggin' to start another, my head told me otherwise! I'd advise you to save your position from time to time and return when your brain's untwined itself!

My main concern is there are only three cases and, once engrossed, you *could* finish the lot in a weekend. Even so, the whole caboodle's loads of fun and really makes you think, which can't be bad. Make sure you watch and listen to everything. Get a nice sharp pencil and loads of paper — you're gonna need 'em!

All in all, a splendid game. The more I see of the Mega-CD, the more I want one of my very own! When you think games like *Sherlock Holmes* were produced some years ago, future releases are gonna stretch Sega's whizzo machine to the limit!

If you're after fast, frantic action, keep away from *Sherlock Holmes*. If you're a Sherlock buff or fancy a spot of CD roleplaying, try this for size. It's brilliant!

ADE 85%

They tried, they really did! The Baker Street Irregulars, poor blighters, you don't have to work 'em to the bone! When you wanna know what's going on at a location before you get there, send the Irregulars and they tell you what's what. In this instance, they wouldn't open the door!

Left: Holmes interviews one of the suspects. This guy's a likely candidate, but will he crack under the pressure? Possibly not!

The young lady above plays a very important part in *The Tin Soldier*. She's a French woman. Just watch for her brother. That's all we're telling ya!

Left: Visit The Roven and Rat tavern and you find Porky Shinwell. He's an ex-crim who's now on the straight and narrow. Nevertheless, he's still in touch with society ruffians and is an invaluable source of info.

ICON TACT

FILES: Pull out background information and notes of interest. You may review a file on almost every name in the directory.

DIRECTORY: Look in here for people and places around London. Click on a person and location and highlight the travel icon.

TRAVEL: Hop in your horse and carriage to view the cinematic interviews with witnesses, suspects and other leads.

THE IRREGULARS: Gather inside information on people and places relevant to a case. They're Sherlock's special group of street watchers.

THE COURT ROOM: When you think you've solved the case, select the Trial icon to enter the court room and listen to the judge.

HOLMES' BOOK: Choose this icon to return to the Table of Contents. When you see this lying on a table, click on it to carry out the same job.

NEWSPAPER: Scan *The Times* for hidden clues. You can select whole pages or individual stories. There's a complementary copy, too.

NOTEBOOK: Copy the names of people and places you want to investigate. Contains the names of the Baker Street Regulars.

Above: Want a clue about *The Tin Soldier*? Well, ask yourself this, why is the figurine of Napolean in the glass cabinet facing the wrong way to the others? Hmmmm...

The game screen in full view. The pipe's not for smoking, it's your tool of the trade. Move it around the screen and press the joypad buttons to click on an icon.

SF Rating

80 PRESENTATION
● Great intro, save and load features, good icon system

87 VISUALS
● Really quite good. A little too grainy in places but they make for a great atmosphere

84 SONICS
● Apart from the obvious speech (!), there are a few tunes and atmospheric ditties

88 PLAYABILITY
● It's great! Even those who loathe RPGs may be tempted to play this

80 LASTABILITY
● Certain areas of cases are tough, but with only three available, you may finish quickly

86 FORCE
● A superb atmospheric roleplaying adventure fans of Sherlock Holmes will love

● PRODUCER: ICOM/SLEUTH
● M-CD: IMPORT
● PLAYERS: 1 ● PRICE: £44.99



Reviewed!

You don't have to have long legs to play this, just ensure you're brave, fearless, with the ability to use your weapon at the drop of a hat! Our mate Strider's on 8-bits, too. Is he the same fast chap or has he come to a standstill?

Above: The evil Master has kidnapped your princess and is threatening your kingdom! As Strider, you have to battle legions of soldiers and killer machines to save the day. Use your energy sword and deadly throwing stars to rid the land of darkness!

STRIDER

Whenever there's a game with a hunky dude and a beautiful princess, you know trouble's just around the corner! What did we tell ya! The stunning Princess Magenta (who's as captivating as she is captivated!) is being held hostage by the Master. He knows she's the apple of Strider's eye and the main man will attempt a rescue mission.

Not to worry, old Stridey's ready to take on the big cheese and his evil empire. He's been in training! He's more nimble than a monkey with its ass on fire!

Not to be outdone, the Master has many devious ways to trick Strider and lead him down the paths of destruction. The route is tortuous, hazardous (and any other frightening word ending in 'ous'! —Dep Ed), leading through a claustrophobic forest, a castle, across rooftops, an alien labyrinth and finally, the Master's lair.

Strider's not only armed himself with his trusty plasma sword but also deadly shuriken which slice through anything or *anyone* that gets in his way.

Daddy Mac'll make ya...

That's the story so far. Down to the nitty-gritty.

Before you play MS *Strider 2*, choose the difficulty level, Normal or Expert (if you're feeling particularly brave!). There are two kinds of sword at your disposal, Normal (you just thrust with this one!) or Sweep (which looks graceful but is particularly deadly!).

Paul growls... *'DIFFICULT'*

A lot of you MS owners out there will have eagerly awaited this cart. The original *Strider* promised a lot but delivered little, and left fans of the arcade machine wondering if their favourite Russian would ever get a fair deal on an 8-bit console.

Well, the wait is over, and US Gold have given the Russian rebel something to be proud of. Gone are the tedious graphics and irritating sound, replaced by great visuals and spooky Soviet sonics!

But the best news is the action is much faster than in the original (which could've been renamed 'Spot The Baddy'!). My only gripe is that some of the levels are a bit too difficult. The big machines tend to reduce you to ashes in a very short space of time, while it takes you *ages* to turn *them* into scrap metal!

All in all, *Strider 2* is a great MS game and worth a place in any streetwise owner's collection. It measures up to the MD game and presents a long-lasting challenge with only a small amount of frustration. Buy it!

PAUL 81%

You start with three lives and up to five continues. Each time Strider's hit by an adversary, he loses an energy point. When all energy's lost or Strider falls down a gap between buildings, you lose a life.

Each level has a set time limit. It's up to you to find the quickest route. So get striding, swinging, leaping, crawling (and any other strenuous-sounding words ending with 'ing'! —Dep Ed). Normally, you move to the right of the screen, but there *are* times when you guide Strider up, down or even backwards. Watch the screen at all times for clues.

Jump... jump!

So what can you expect to find on each level?

Stage 1's the Forbidden Forest, located near an enemy stronghold. Sentry robots patrol the area. Watch out for the mechbirds' air attack! You come across Milsoma, the missile-firing machine, Podulous, the armour-plated fire bomb, and Inferno, the flame-thrower.

Level 2's the Castle Metropolis. Prepare yourself for floating mines and power generators. In the Hive (Level 3) there's a rooftop battle going on! Avoid mechanoids, giant hornets and turbo wasps.

The entrance to Level 4's guarded by Waspini, a giant cyborg wasp who can't stand intruders. Then it's down into the alien labyrinth. Steer clear of the alien hatchlings, slime pits and confront the alien mother who stands over the exit.

Finally, the Master's prison ship. Little is known about the big guy's headquarters. No one's ever survived to report what dangers lurk inside.

Sounds a bit deadly to us. A bit frightening, know what we mean? Sure you're up to it? Remember, kiddo, defeat is unthinkable.

On the forest level, use the trees to gain height and find weapons hidden in the branches.

THE MASTER'S NASTIES

BIRD
In the forest fortress are these vicious killer birds. Shoot the metallic avians quickly before moving on.

SOLDIER
Mindless minions created by the Master. They carry plasma guns and aren't afraid to use 'em!

ROBOT GUARDIAN
Two-legged attack machines that fire laser blasts. Duck low and use throwing stars to kill 'em.



Ade says... 'MUCH IMPROVED ON THE ORIGINAL'

One of the first MS games I saw when I started working on SEGA FORCE was the original *Strider*. It was absolutely awful! I remember thinking at the time, if all 8-bit games look like this, I'm gonna have a whale of a time reviewing a sackful of 'em — NOT!

Fortunately, US Gold have improved the whole caboodle. *Strider 2*'s your average platform cum shoot-'em cum slice-'em game.

The graphics aren't too bad by MS standards. They're much improved on the original. Backdrops are OK. The main guy's well drawn and really responsive. He jumps, somersaults and slides like a good un'! Things get a touch annoying when you keep missing platforms 'cos there are swarms of bad guys that take a while to oust.

The sound's not too bad. Plenty of Russian-style theme tunes and a good dose of FX. I'm not as enthusiastic as Paul about this one, but then I'm more of a die-hard, cutesy platform addict! All in all, a pretty good effort. Definitely better then the first *Strider* game. Not a stunner, but MS slice-'em-up fans can't go wrong with this. I'd advise other gamers to think long and hard before spending ya hard-earned dosh.

ADE 70%

The end of every level is protected by a massive guardian. You're enclosed in a special force field for a short time so use these precious seconds to cause as much damage as possible to the fancy flying machines.

STRIDER FINDS...

PACKAGE
These are located throughout each section. They contain useful items that help your mission.

HEART
The one thing you need loads of is energy. The hearts replenish your strength back to full power.

STAR ENERGY
The throwing stars you carry can be increased in strength. Useful when tackling end-of-level guardians.

Above: The animation in *Strider 2* is stunning! The Master System shows off its full graphic potential.

Strider can duck, leap, cling to ceilings and unleash a devastating array of attacks.

Above: In the Master's fortress, climb ropes and walls. Beware of electricity pylons that zap you!

Above: Watch out for killer birds flying around the trees. A peck from these guys saps a lot of energy.

Each level of *Strider 2* is a challenge. Every section has its own dangers and obstacles to overcome. If you fail, there are always a few continues to get you further into the game. Try to find as much energy and special weapons as you can, in order to defeat your enemies and progress to the next stage. Mid-level guardians take some battering so use your skill and superior speed to beat 'em. Go, Strider, go!

SF Rating

67 PRESENTATION
● Limited options, but nice intro screens and two difficulty levels

77 VISUALS
● Good graphics throughout, not bad by Master System standards

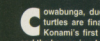
67 SONICS
● Good Russian funeral music in each level! Plenty of sound FX

69 PLAYABILITY
● Some of the jumps and slides take practise to master. Controls are a tad unresponsive

81 LASTABILITY
● Even on Easy, *Strider*'s a tough cookie! This one will take ages to crack!

75 FORCE
● If, like Paul, you're a *Strider* fan, get it. If not, follow Ade's last statement

● PRODUCER: US GOLD
● MS: APRIL
● PLAYERS: 1 ● PRICE: £TBA



Konami are a big, big name in the coin-op world and their games are familiar to (excuse us) NES and SNES owners. But is their first Sega game a hit with the Deadheads — or should it be banished to the sewers?

Cowabunga, dudes! The world's most famous turtles are finally on the Mega Drive. This is Konami's first venture into the world of Sega and the heroes in a half-shell arrive with a bang!

The evil villain known as Shredder has managed to take control of three magical Hyperstones. These legendary gems are said to contain special powers and Shredder decides to use them in a nefarious scheme to take over the world.

He issues a threat to the nations of the world and tells them to watch the Statue of Liberty for a demonstration of his new-found power. With a blinding flash, the statue's shrunk to miniature size and stolen by the Oriental madman. He threatens to do the same to New York!

Who can stop him? It's up to the four lean, mean, green guys to stop Shredder once and for all!

Turtle blow-out!

There are five levels of intense action to tackle in the Turtles first MD adventure. Choose a one- or two-player game from the options screen. You can also alter the amount of lives and continues, and even if you want the Turtles to appear in comic book or cartoon colours!

Pick from Leonardo, Donatello, Michaelangelo or Raphael in your battle against evil. Each Turtle has a devastating range of attacks and a special move. Unfortunately, special moves drain your energy, so beware!

The Turtles travel through the city sewers, along danger-filled streets and on to the Technodrome. Along the way they encounter Foot soldiers, Mousers, Rockmen and sewer creatures. Each section ends with a tough boss to beat.

So haul shell and kick some butt, dude, in *Teenage Mutant Ninja Turtles: The Hyperstone Heist!*

SF



Hi-yaa! Leonardo teaches the Foot not to mess with turtles. To activate a hero's special move, press the attack and jump buttons together. Each Turtle has his own manic moves to master.



Left: The evil Shredder has stolen the fabled Hyperstone gems! With these in his possession, he intends to take control of the world. First, he shrinks the Statue of Liberty to miniature size. He promises to do the same to New York unless the governments of the world surrender to him. Who can possibly stop this terrible villain? Looks like a job for the Teenage Mutant Ninja Turtles! Cowabunga!

TEENAGE MUTANT NINJA TURTL

THE HYPERSTONE HEIST

PIZZA PICK-UPS & EXPLOSIVE EXTRAS!

PIZZA
Collect these when your energy's running low. Get enough of these and receive a hefty point bonus.

POWER-UP
If you're surrounded by bad guys, collect this special item and spin around at high speed.

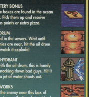


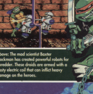
MYSTERY BONUS
These boxes are found in the ocean level. Pick them up and receive bonus points or extra pizza.

OIL DRUM
Found in the sewers. Wait until enemies are near, hit the oil drum and watch it explode!

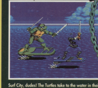
FIRE HYDRANT
As with the oil drum, this is handy for knocking down bad guys. Hit it and a jet of water shoots out.

FIREWORKS
Lure the enemy near this box of explosives, strike it and stand back as they blow up!





Above: The mad scientist Baxter Stockman has created powerful robots for Shredder. These droids are armed with a nasty electric coil that can inflict heavy damage on the heroes.



Surf City, dudes! The Turtles take to the water in their search for evil. Ride around on the jet boards, attacking Foot soldiers and mousers. Watch out for sneak attacks from behind and collect power-ups.



SPLAT! Leonardo gets the barrel treatment on the haunted ship level. The huge wooden kegs drop from the ceiling and roll toward you at high speed. Leap up in the air and roll to the right to avoid getting flattened. If you do get hit, there's extra pizza a few screens ahead.

Above: Down in the sewers, the mutant alligator, Leatherhead, dishes out pain to the heroes in a half-shell.

Above: Slice and dice those Foot soldiers, dude! Watch out for the guys in blue, carrying swords. They leap in the air when they attack.

Beware of hidden ninjas on the street level. They pop up from everywhere, including the sewers.

Mat grins... *'IT'S TURTLE-TASTIC, DUDES!'*

A lot of companies might be worried about their first MD release but Konami can rest easy! *TMNT* is a brilliant game based on a cool arcade classic. You can't have all four shell-heads onscreen at the same time but the action's still red hot.

Each of the Turtles has a neat range of moves that are easily mastered. All the guys can jump, kick and use their weapons to full effect! The animation's superb, with smooth movement on all the characters and colours straight out of the TV series.

Other mags might slag *TMNT* off for being too easy, but let's take a look at the options. If you're a crap gamesplayer, you can give yourself loads of lives and continues. If you fancy a challenge, knock the lives down and have one continue.

The sound is arcade quality, with neat explosions, thumping fists and cracking skulls! The speech is top-notch as the green guys yell out, 'Cowabunga!', 'Shell shocked!' and other familiar phrases.

If the rest of Konami's releases are this good, they're gonna be producing MD games for a long time to come!

MAT 83%



Paul screams... 'UNORIGINAL — BUT STILL GOOD FUN!'

The pizza-eating reptiles are back, with the same moves, same costumes and same enemies — even the same locations (apart from a few cosmetic changes!). This is their first time on the MD but their second adventure, and if you compare it to the arcade game (their first outing), it's almost exactly the same.

The action flows thick and fast. The two-player option makes for loads of fun, although it makes *TMNT* simple to complete on Easy level.

As far as graphics and sound go, I can't fault it! The Turtles look very cartoony and the backgrounds are crisp. The enemies are slightly repetitive, but end-of-level baddies are well hard and knock down your life meter at an alarming rate!

The MD version of *Turtles* is like *Golden Axe 2* — ie, totally unoriginal but good fun all the same. You'll complete it in ten minutes on Easy but try it on Difficult and you get a lasting challenge.

PAUL 79%

Below: Yikes, my foot! When riding on the Turtle surfboards, steer clear of floating debris. The spiked logs sap energy, as do the exploding crates and mines.

Left: It's the Super Shredder, dude! This is the final challenge. The wicked villain has grown to a gigantic size and now has special powers. He can shoot fire, ice and a mutagen substance that turns the Turtles back into their original forms. Wait for him to fire first then move in close for the kill.

LEONARDO

The leader of the Turtles. Leonardo carries two ninja swords and he ain't afraid to use 'em! The others look to him for guidance.

SPIN ATTACK
Press attack and jump buttons together to perform a sword slice.

SWORD SLICE
Standard attack for Leo. Keep pressing the button for multiple hits.

SEA SURFIN'
Turtles use surfboards on water. All attacks are still used.

What a load of balls! The Technodrome is packed to the brim with lethal killing devices such as these giant metal spheres. When they appear and roll toward you, perform a spinning jump and land safely on the other side. Move too slowly and end up as a turtle pancake!

DONATELLO

Donatello is armed with a wooden bo staff. He's the most practical of the four shellheads. Quiet and shy, he let's go of his anger in a fight.

Normal attack for Donatello. He lunges forward to strike enemies with his stick!

Don's special move causes him to leap through the air and deliver a hard kick.

When trapped by robots or mousers, press buttons repeatedly to shake 'em off.

RAPHAEL

Raphael is young and headstrong. Always the first to leap into battle, he often acts first and thinks later! Armed with deadly sais.

The Turtle with the worst temper fights with both fists and sharpened weapons.

Raphael's special move causes him to spin round and lash out with both sais.

Press jump and attack when you're in the air to come crashing down with a kick.

The sewers are guarded by these dangerous alien creatures. Stand in a corner to avoid getting hit.



LEATHERHEAD
This mutated alligator is armed with razor-sharp throwing knives and teeth.

ROCKSTEADY
Armed with a machine gun and a powerful charge.

TATSU
Martial arts expert. Throws deadly blades.

BAXTER STOCKMAN
Mad scientist who creates creatures for Shredder. Flies round in a pod and drops mouser robots.

KRANG
This evil alien genius who has teamed up with Shredder to take over the world. Flies around on mobile platform.

SUPER KRANG
Krang dons this robotic suit for fighting mode.

SUPER SHREDDER
The arch villain himself! Defeat him and save the world.

MICHAELANGELO

This Turtle's armed with lethal nunchakas! He holds back in battle then lets fly with fists and chains. The inventor of the group.

Mike's standard attack causes him to hit his enemies with both nunchakas together.

Press the attack button and jump together to send Mike forward, weapons flailing.

Each Turtle has his own characteristics. Leave them standing and they grin and tap their feet!

Warren blurts... *'PLAYABLE!'*

Cow-in-a-bunker! Er, or somethin'. It's been so long since the Turtles craze was at its height, I'd almost forgotten them. Konami are late jumping on the MD bandwagon and should've chosen a more current cartoon/coin-op for their first cart, but *TMNT* is a playable little number all the same.

TMNT's levels follow the standard Konami multi-player format — except there's half the amount of players. Walk a little, stop to beat up a pack of baddies, repeat a few times, dodge some booby traps and tackle a big boss.

For variety, there are powered surfboard sections. Mysteriously, they stick under the Turtles like glue, no matter how much they leap around — if it was possible to land in the water or be pushed off, they'd be a better diversion from fighting Foot soldiers face to face.

For all its failings (Easy mode certainly is!), *TMNT* is a highly likeable beat-'em-up. It's bright, hectic, bonuses to collect and more moves than you'd imagine. For wacky bash-'em action and authentic cartoon graphics, *TMNT* is hard to beat. ***WARREN 80%***

Above: Baxter Stockman's killer robots are after your shell! Beware of the electrical coils they use.

SF RATING

84 PRESENTATION
● Cool intro sequence. Options change controls, difficulty level, and continues

80 VISUALS
● Excellent comic book graphics, colourful backgrounds, large sprites

77 SONICS
● Sampled speech is good with all the familiar Turtles sayings, neat background tune

83 PLAYABILITY
● Control response is superb and all the characters' moves are easy to get to grips with

80 LASTABILITY
● Due to the amount of options, it has a low boredom factor

81 FORCE
● Konami's first MD game is a stunner! Future games should be just as good

● **PRODUCER: KONAMI**
● **MD: IMPORT**
● **PLAYERS: 1-2** ● **PRICE: £39.99**

Game supplied by The Video Game Centre, Bournemouth 0202 527314

RED NINJA
The standard Foot soldier. Easy to beat but many in number.

BLUE NINJA
Carries a Samurai sword. Leaps in the air before attacking.

GREY NINJA
Carries nunchakas. Able to hit the Turtles from a safe distance.

PURPLE NINJA
Use lethal throwing stars. Hit them before they can get you.

ORANGE NINJA
Attack by leaping in the air and chucking sharp blades at the Turtles.

WHITE NINJA
The only Foot soldier able to block attacks. Hit them from behind.

PINK NINJA
Able to breath fire. Wait until they use their breath before fighting.



Who's the best games tester on TV? Ben the Boffin, that's who! If you wanna catch him in full flow, tune into Channel 4's The Big Breakfast on Thursday mornings for Ben's Master Blaster slot. This dude tells ya what's hot in the console world. Ben took time out to review eight of his favourite games for SEGA FORCE. They're real corkers, every one. Take a look!

THE BIG BREAKFAST MASTERBLASTER

THE NEW ZEALAND STORY

This is a classic coin-op game starring Tiki the Kiwi. His girlfriend, Phee Phee, has been bird-napped by Tiki's arch-enemy, Wally the Walrus. It's your job to race through the parks and zoos of New Zealand, 21 levels in all, shooting baddies and rescuing your kiwi mates, who are also held hostage.

Tiki fires arrows, flings thunderbolts, lobs bombs and plasma balls. He also flies in hot air balloons to reach higher levels and leaps into warp zones to locate hidden areas.

Snails, bats, spikes and slimeballs *must* be avoided if Tiki's to see his sweetheart again!

BEN SAYS: 'This is great! It's really colourful and captures the feel of the arcade game superbly! The graphics are 16-bit quality.

'There are loads of levels, most of them are pretty tough. The number of weapons and extra goodies on offer make it more fun. Rescuing your mates then killing the end-of-level guardians is really rewarding.

'Sound is good, although the main tune does start to get on your nerves after a while.

'*New Zealand Story* plays well, looks good and has long-term appeal. This is how a platform game *should* be done!'

BEN'S RATING: 91%

- **PRODUCER: TECMAGIK**
- **MS: OUT NOW**
- **PLAYERS: 1 ● PRICE: £32.99**

GLOBAL GLADIATORS

Mick and Mack care about the ozone layer, as do their comic-book heroes, The Global Gladiators. While sitting in McDonalds, Ronald appeared and granted the boys their wish: to become The Global Gladiators!

There was one condition, however. Mick and Mack have to rid the world of CFCs, toxins, pollutants and slime!

The boys find themselves in Toxitown, Slimeworld and on the Arctic Wastes, battling against trash cans, beavers, piranhas and poisonous plants! They have weapons to help them, thank Heaven — their amazing goo guns!

Each level's split into sub-sections. If you reach the final stage, you come face to face with the Ice Boss. Oust him and the world will be a happier, cleaner place.

BEN SAYS: 'This was featured on Master Blaster. It's a really cool game. You play either Mick or Mack; their animation is amazing. Leave them standing and they carry out a host of humorous actions.

'Collecting 'M' symbols is what it's all about. It's not *that* difficult, but many are hidden in high places that take a bit of getting to. There are several power-ups and a bonus level which is great fun to play.

'The sonics are outstanding! Tunes and samples are the best I've heard in ages.

'This is another platform game, which fans of the genre will love. Not over-difficult, but one you'll play time and time again.'

BEN'S RATING: 88%

- **PRODUCER: VIRGIN**
- **MD: MARCH/APRIL**
- **PLAYERS: 1 ● PRICE: £39.99**

TAZ-MANIA

The trouble with Taz is he likes a particular type of egg — and there aren't that many 'cos the birds that lay 'em are extinct! The moment he hears rumours of these birds in the Lost Valley, he's off like a shot!

Taz whirls across Tasmania, hunting for the lost giant seabird eggs to make the world's largest omelette! He gobbles everything! Chilli peppers burn up his enemies so grab 'em while they're hot, missus!

Taz blasts through 17 levels of fast and frantic action, riding waterspouts, skidding on ice and whizzing through mines on a cart.

BEN SAYS: 'What a great game! I know the SEGA FORCE crew enjoyed this when they reviewed it.

'The visuals capture the feel of the cartoon to a tee. Animation is absolutely superb! Leave Taz for a few moments and he stamps his foot, whizzes round and growls! The sound FX, too, fit in with the cartoony feel.

'*Taz-Mania*'s incredibly playable, but professional gamers may find it a bit too easy. Fun nevertheless.'

BEN'S RATING: 89%

- **PRODUCER: SEGA**
- **MD: OUT NOW**
- **PLAYERS: 1 ● PRICE: £39.99**

JAMES BOND: THE DUEL

An evil mastermind, Professor Greypen, has dreamt up a fiendish plan to take control of the world's governments. He's constructed an artificial island somewhere in the Pacific Ocean.

From his lair, he plans to launch a space shuttle containing a deadly high-powered laser station. From there, it will destroy any target on Earth at Greypen's command (what a rascal! —Dep Ed).

Many agents were chosen to visit the island and blow up the shuttle. All the agents have been terminated, except one… James Bond, 007!

As Bond, you visit Greypen's research ship, the jungle, the inside of a volcano and the shuttle bay itself. En route, shoot Greypen's henchmen and do battle with the likes of Jaws, Bones and Oddjob.

BEN SAYS: 'This isn't a bad game. Most of the levels are pretty tough. It manages to create the atmosphere of the Bond films.

'James is nicely animated, although a touch difficult to control in places. The graphics as a whole are excellent. Detailed backgrounds and smart sprites. The Bond theme music's there, along with several good spot FX and other tunes.

'There are only a few levels so you might finish this fairly quickly. Nevertheless, it's a good shoot-'em-up/platform affair. Worthy of any Bond fan's collection.'

BEN'S RATING: 81%

● PRODUCER: DOMARK
● MD: MARCH/APRIL
● PLAYERS: 1 ● PRICE: £39.99

XENON 2: MEGABLAST

No one comes more universally despised than the Xenites. For thousands of years, they've been plotting revenge for their defeat in the last Galactic Conflict. Now the Xenites have planted four time bombs through history. It's up to you to save the day and the universe!

Your Megablaster is a small but perfectly formed battlecraft, designed to zap anything that moves! In this vertically-scrolling shoot-'em-up, you must scour the levels for the bombs, ousting aliens and grabbing power-ups.

All that and funky Bomb The Bass music as you zoom through the Milky Way!

BEN SAYS: 'This is probably one of the better shoot-'em-ups on the Mega Drive. There are loads of alien attack patterns, power-ups to grab and a weapons shop to visit.

'The graphics are above average; many of the backdrops are nicely detailed. The sound's pretty good, a nice soundtrack and plenty of FX.

'The only trouble I find with this is it's a touch slow. The scrolling's dodgy in places and the ship doesn't move all that fast. Not a bad game overall.'

BEN'S RATING: 76%

● PRODUCER: VIRGIN
● MD: OUT NOW
● PLAYERS: 1-2 ● PRICE: £39.99

INDIANA JONES AND THE LAST CRUSADE

Your mission's a tough one! Defeat the attempt to steal the Holy Grail and save your father's life. Brace yourself for non-stop action!

As Indy, you have to undertake many missions to complete your task. Visit the Caves of Utah and find the Cross of Comando. Dodge falling stalactites, poisonous water droplets and gangs of plank-wielding, gun-toting ruffians.

You'll find pick-ups galore. Extra energy, time and torches for when those caves get a wee bit dark!

Race across a circus train, explore the rat-infested catacombs, infiltrate Castle Brünwald and make your way to the Holy Grail. This game follows the film really closely.

BEN SAYS: 'Whip-cracking action! This is a good puzzle game. It's nicely presented, with a demo, options and animated reel of film at the start of each level.

'The visuals are smart, with good sprites and nicely shaded backdrops. The sound's well above average, with the Indiana Jones theme tune and various sound FX.

'*Indy III* combines the best of beat-'em-up, shoot-'em-up and puzzle games. It's one of the classier film licences. Some may find it a touch difficult, which *could* lead to a few joypads being flung in sheer frustration! Stick with it and your patience is rewarded!'

BEN'S RATING: 80%

● PRODUCER: US GOLD
● MD: OUT NOW
● PLAYERS: 1 ● PRICE: £39.99

OLYMPIC GOLD

Fancy taking part in the Olympic Games without leaving your armchair? Well, now you can! And why not grab three mates to take part in the challenge, too?

In *Olympic Gold*, you play through seven events. If you're feeling brave, why not try and break a few records in the archery, pole vault, sprinting, hurdles, hammer throw or springboard diving? For the weak at heart, there are training sessions to warm up on!

BEN SAYS: 'I was hooked the moment I switched this on! What an excellent sports game *Olympic Gold* is.

'There are loads of events to take part in and all are superbly executed. The diving and pole vault are the hardest and take a bit of practise to master.

'The graphics are well defined and the sound FX add a real sporty atmosphere.

'US Gold are king of sports games. I can't recommend this one enough. If you're a sports fan and want to recreate the feel of the Barcelona Games, get this now!'

BEN'S RATING: 90%

● PRODUCER: US GOLD
● MD: OUT NOW
● PLAYERS: 1-4 ● PRICE: £39.99

Don't forget to catch Master Blaster on Channel 4's The Big Breakfast. On Mondays at around 7.30 am, it's presented by aliens, Zig and Zag. Catch Ben the Boffin on Thursdays, just after 7.30am, for the latest reviews, gossip and big competitions.



Reviewed!

BATM

REVENGE OF TH

Disappointed by the Batman Returns game but optimistic about the CD version, the Deadheads get a fix of the Caped Crusader as he faces The Joker once more.

The citizens of Gotham City are about to suffer more sleepless nights. A crime wave of immense proportions is due to sweep over the sprawling metropolis.

The insane criminal known as The Joker has escaped from Arkham Asylum. He has vowed revenge on the man responsible for his imprisonment... The Batman!

Using a stolen airship, The Joker has launched a campaign of terror. His aim is to bring Gotham to its knees and kill the Caped Crusader!

You take control of the Dark Knight detective as he travels through five thrill-packed stages, each split into five sub-sections. The last section features a tough boss that has to be beaten using cunning and superior firepower.

'Rangs 'n' thangs

Located in each level are boxes that contain useful devices such as energy Batarangs, laser weapons and plasma bombs. Collect these and Batman's arsenal is dramatically increased.

The Caped Crusader also has physical attacks such as a powerful punch, jump kick and sliding tackle to bring bad guys to their knees.

Press pause during the action and you're given a password. Use this later to gain access to the the level where you last were. There are unlimited continues available and you need 'em! *Revenge Of The Joker* has no difficulty option so you can be sure each section's gonna be trouble.

The streets are dark, police sirens whine in the distance and in the sky the Bat-signal shines. Can you stop The Joker's evil crime spree once and for all?

Batman: Revenge Of The Joker takes the Caped Crusader on the ultimate adventure! The Joker has escaped from prison and is terrorising Gotham City. Only the Dark Knight detective has the power to stop him in time. Travel across eerie rooftops, mechanised factories and even trains to find the clown prince of crime. Can you halt the evil villain?

Left: Every level of Gotham City is split into three sections. The last section is were you find one of The Joker's hideous henchmen. These guys are tough so keep your wits about you. They all have a set attack pattern. Learn the pattern and you should defeat the bad guy.

Right: Check out Batman's cool animation! As well as moves such as sliding and ducking, Batman turns and faces the background scenery.



Mat muses... *'A BIT OF A LET-DOWN'*

What is it with MD Batman games? Every game I've seen that's featured the Caped Crusader has been a pile of crap! The original *Batman* game was too easy, *Batman Returns* was dreadful and now we have *Batman: Revenge Of The Joker.*

And why does The Joker want revenge? Simple. Because every game he's appeared in has been completely naff! Marshal raved about this game back in Issue 9. Hmm, I think the Black Marshal might have had one too many before he played this!

Revenge Of The Joker tries to stick closely to the comic books but fails due to the lack of famous villains or any continuity at all. The bosses are muscled henchmen but none are familiar. Where's The Penguin, The Riddler, Two-Face, The Scarecrow... any of Batman's rogues' gallery?

The absence of any decent options means gameplay's tough and monotonous. Most bad guys only need to hit you once and you're history.

Batman looks good but the sprite animation is just too jerky to work properly. Backgrounds are given a healthy splash of comic book colour to make them stand out but they still appear grainy.

Batman: Revenge Of The Joker fails short on a number of points. What had the potential to be a decent platform game ends up as a dismal, frustrating cart that fails to have any long-term appeal. Holy ratings, Batman! **MAT 59%**

The first level takes place on the rooftops of Gotham City. Travel through the abandoned cathedral but watch out for gargoyles and henchmen. Use lifts and platforms to move upward through the level.

FORCE CONTROL

- **+** Controls the direction Batman moves in. Use to glide when falling and to face the background scenery. You can also crouch.
- **A** Fires the weapon Batman's currently using. Press quickly for multiple attacks or hold down for a special weapon attack.
- **B** Makes the Caped Crusader punch or kick depending on how close he is to his foe. Punches sap loads of energy.
- **C** Causes Batman to leap in the air. He can't jump that high so find a safe platform before leaping. Also makes him slide.

Before you reach The Joker, you encounter five different guardians. You must defeat these guys before progressing further into the game. First up is an armoured soldier who uses floating killer drones.

The next end-of-level guy you have to take on is a flying cyborg. He flies from side to side while blasting with a laser cannon. The third guardian is a robotic security device that launches cluster bombs.

BRUCIE-BONUS

CRATE
These contain various items used to help you through every level. Kick the crate to open it.

ENERGY
Get hit by a bad guy and you lose a lot of energy. Defeat certain enemies and collect the energy they drop.

TWIN BATARANG
Collect this to fire two lines of Batarangs. They cause twice as much damage as normal 'rangs.

HOMING BATARANG
Useful for hitting those hard to reach villains. Keep the fire button held down to deliver a quick burst.

SHURIKEN FIRE
Three-way weapon that causes tons of damage. Hold down fire to generate a forcefield.

ENERGY WAVE
The best item to have. This can destroy a bad guy with one blast! Drains a lot of a guardian's power.

Above: Race across the roof of a speeding train while racing toward The Joker's lair. Beware of flying henchman and robots that lurk in the lower carriages.

Above: There are loads of obstacles to overcome in Batman's latest adventure. Use the special weapons you pick up to get past sticky situations. The Caped Crusader also has a range of punches and kicks.



Warren growls... *'TOUGH!'*

Oh dear, how sad, Gotham City's under threat once more. And what an original move to make The Joker the culprit behind it all... Actually, I wouldn't mind such a predictable foe of the Caped Crusader if his presence were felt, but the thugs, bosses and their weapons are more like urban guerillas than Joker henchmen.

As regular readers know, I'm a big fan of comics, but I find Batman somewhat bland and predictable, so the main sprite was onto a loser, too. But surprisingly, in his blue and grey outfit, cape flapping in the breeze, he cuts quite a mean figure... Until you leave the joypad alone, when he leans forward to rest on his leading foot and pulls his cape around his face. What a gimp!

Oddly, Batman disappears in a burst of pastel-toned atomic diagrams when he loses a life. It's a frequently seen graphic sequence 'cos *Revenge Of The Joker* is *really* tough, so you've just gotta get used to it.

Other than the boringly simple shoot-'em-up sections, which are hopelessly out of place anyway (Batman wearing a jet pack?!), every stage has its tricky moments. Many require perseverance and a great deal of patience. Passcodes and continues allow progress, but as you restart at the beginning of the stage when you die, you're more than likely to get hot under the collar.

Revenge Of The Joker is highly challenging, well presented and has smart, functional graphics. But there's no sense of fun, tension or achievement, and without them, what's the point of playing? ***WARREN 54%***

The Arctic wastes are no place for a bat! There are al sorts of traps and villains to beat. The guy on the left is an ice wizard. They use ancient magic to conjure up mini whirlwinds. These sap your energy and so do the comets that streak through the sky. Use a distance weapon to get rid of 'em. Also learn to avoid the ice flows or you slip and slide all over the place.

Below: The Bat-signal flashes in the sky to warn of crime!

Right: The dreaded third guardian! Watch out for laser blasts from the side and overhead attacks.

Above: The first two guardians take a real pounding! Use your energy blasts to cause as much damage as possible. They have more strength than you so be careful.

Left: Stage 2 is set on a constantly moving rooftop. Stay ahead of the left side of the screen or you get squashed! The floating airship above throws bombs onto you. Stay behind it to avoid losing energy. The crate on the right holds an extra weapon.

SF Rating

67 PRESENTATION
● Nice comic book intro, password option, sound test, control set-up, continues

75 VISUALS
● Cartoony graphics let down by poor sprite animation. Guardians are large and tough

46 SONICS
● Poor in-game music and basic sound effects that lack real punch

57 PLAYABILITY
● Controls lack responsiveness when complicated moves are required

49 LASTABILITY
● Tough to get through but once you've finished it, you won't want to try again

60 FORCE
● There are better platform games available that are more enjoyable and less frustrating.

● **PRODUCER: SUNSOFT**
● **MD: IMPORT**
● **PLAYERS: 1** ● **PRICE: £39.99**

Game supplied by Video Game Box, New Milton 0425 616705

What kind of a bloke dresses in the costume of a flying mammal and hangs around in alleyways? Batman!

Take to the air with the help of the handy Bat-jetpack. Collect bonus items and power-ups in the flying section.

Use a slide technique to get past the ball and chain trap in the cathedral. One wrong step and you're hit.



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Game supplied by Video Game Box, New Milton 0425 616705

MEGA-CD Reviewed!

Want a thumb-burning, mind-melting shoot-'em-up? The Mega-CD's got one! It's a white-knuckle rollercoaster ride designed to take you, your Mega Drive and your Mega-CD into unknown territory. Hold on tight now, we're going down...



Left: Listen up Dogmeat! You maybe a hot shot sewer jockey on the surface but down here are creatures that'll eat you for breakfast! Welcome to the world of Sewer Shark. This is a nightmare future world where humanity has fled beneath the surface of the planet and made their homes in the miles of sewer tubes that were built there. Your mission is to fly through the sewers and shoot whatever you find. There's also something nasty in sector 19!

SEWER

You wanna know what happens to ya itsy-bitsy likkle goldfish when ya flush it down the John? It ends up in the stomach of a God-damn slimy Ratigator, a combination of rat and alligator that inhabits the sewers.

Now, ya gonna feel easy the next time ya sit on the porcelain? You never know what's gonna come crawling out of the U-bend and take a chunk outta ya ass!

There's more going on in them thar sewers than you thought possible 'cos, oh sweet and innocent gamers, this ain't 1993. We're talking way into the future when that lubbly-jubbly green and blue globe we call Earth is just one big nuclear sunburn...

So what about the folk who once roamed the planet? Many have gone deep underground, hiding in the sewers, while a minority inhabit Solar City, the only non-radioactive spot on Earth. White sand and crystal-clear ocean as far as the eye can see! Choc-full of bikini babes, surfboards, cocktails and barbecues — this is paradise! Somewhere you've *always* wanted to visit.

Now's ya chance. You see, the sewers are infested by giant bats, Ratigators (some 500 pounds in weight!), scorpions, renegade moles and dangerous strains of firefly called Zerks. Hotshot Sewer Jockeys, such as yourself, have been taken on to clean up the whole damn mess. Zap a million pounds of sewer vermin (we're talking mega-bucks here, kiddo!) and you're rewarded with a one-way ticket to Solar City!

Committing sewer-side!

The mini-movie prologue gives you the lowdown. You're a rookie nicknamed 'Dogmeat', fresh from the Sewer Jockey's elite flight-training school, TopRat. Your co-pilot, Ghost, is a veteran Jock, the only dude who can safely navigate the endless labyrinth of sewer passageways.

You take control of one of the Municipal Sewer Department's Exterminator class vehicles, known as a Sewer Shark. Ghost has customised your craft (not legally, may we add!) and called it the Hole Hawg. You've twin cannons, hydrogen flares and a communication link at your disposal.

Oh, and a droid by the name of Catfish. Along with Ghost, he's your eyes and ears on this mission, one of the best when it comes to target locations and navigational assistance. Lose him and as Ghost says, 'They'll be using Handiwipes to clean you off the walls.'

Slide into the cockpit and view the brain-boggling action in first-person perspective. Listen to Catfish as he shouts orders. For example, he may



Left: The action is all seen from inside the cockpit of the hole hog. This craft is equipped with gatling guns, search lights and a powerful jet engine. Use skill and judgement to hit targets and avoid hitting walls or creatures.



Paul cries... *'SUPERB CD ACTION!'*

I've never really given much thought to the aftermath of a nuclear war. But I'm sure it wouldn't result in an army of sewer cleaners beneath our shops and alleyways! Still, who am I to decide what job vacancies crop up when the bomb drops?! All I'll say is it wouldn't be *my* chosen career.

Sewer Shark is the hottest release on the Mega-CD to date. There was a lot riding on the outcome of this game, like the charge that the Mega-CD can only produce good graphics if gameplay's kept to a minimum (like *Time Gal*). *Sewer Shark had* to be good!

Sewer Shark isn't just good, it's brilliant! The fantastic graphics and sound mix well with fast-paced gameplay as you try to clean up the sewers and avoid the walls. It looks and plays like a film of the *Star Wars* genre and will please anyone who enjoys fast-paced sci-fi.

Admittedly, gameplay isn't exactly complex, but there's more than enough action to keep any speed-freak happy! (Even Ade likes it!) It has a big enough 'wow' factor to stun your console-sceptic family!

All in all, *Sewer Shark* gets my vote for Game of the Year. With loads of digitised scenes and loads of frantic action, it's an instant winner and yet another reason to buy a Mega-CD. It adds a whole new dimension to your Mega Drive and another 20 hours a week to your gamesplaying time table. Buy it!

PAUL 92%



Above: The special effects and digitised film in the game were put together by John Dykstra. He also worked on such films as Star Wars and Battlestar Galactica. The launch sequence in particular is very familiar.

SHARK

Above: Although most of the action is controlled by the computer (allowing you to perform breakneck stunts like this) you sometimes have to control the craft yourself.

Ade bellows... *'I'M TOTALLY GOBSMACKED!'*

Yep! For the first time in ages, folks, I'm totally gobsmacked! (Well, hurry up about it, you've the rest of this comment to write! — Mat.) *Sewer Shark* is absolutely awesome! It's a superb combination of shoot-'em-up action and stunning CD graphics.

The intro sequence is a joy to behold! You soon forget you're playing a game. It's a mini-movie, guys, and you'd better believe it!

At first, I thought gameplay was a little slow. All the hype I'd heard, I expected scrolling to be mega-fast. But, once you realise what's expected of you, it's obvious the action's paced perfectly.

The soundtracks are incredibly intense. The cut-scenes from the Commissioner are incredibly humorous — keep your eyes open for his halfwit secretary.

I'll tell you now, you'll be *so* impressed with *Sewer Shark*. This is yet another game to convince me the Mega-CD's the machine to buy. Superb! ***ADE 91%***

Above: Save your energy for shooting creatures. If you hold down the fire button for too long your power runs out a lot faster. It also goes down if you're hit by a scorpion.

Above: Launch your sewer shark into the tunnels and hang on tight! The ride is a long and painful one that sees you tackling all kinds of hideous monsters. Can you do it?

Above: Whoops! Take a wrong turning, run out of fuel or get hit by one of the sewer creatures and this is what happens to your craft. You start from the beginning again as well.

Left: This is Catfish. He's your robotic guide into the underworld. Listen out for the directions he gives you along the way and heed his warnings. He could just save your life pal!

Above: Ghost is a mean guy who likes nothing better than to rub your nose in it. At the start of the game he shows you you're destination, Solar City!

scream, 'Critters at 12, 3, 6'. These numbers relate to directions you *must* take to stay on course.

Imagine a clockface. The number 12 is at the top, 3 is on the right and 6 is at the bottom. So, the route you follow takes you up, right then down. Keep a close eye on the arrow at the top of the display area. As soon as it flashes one of the set directions, press [B] and move the joypad up, down, left or right.

Be warned, the arrow *also* highlights other available routes, which you *shouldn't* follow. Remember all that Catfish tells ya. It's best to write down his orders.

Squeezy, squeezy tubes...

If you 'tube jump' in the wrong direction, Ghost curses and attempts to get you back on track. If you keep messing up, one of the sewer doors may not open in time and, well... errr... BOOM!!

Not only must you pay close attention to Ghost and Catfish, but there's a small matter of blasting critters from here to kingdom come! There's a cursor which you move with the D-button. Press [A] when an ugly bug's in your sights and blast, blast, BLAST!

The deeper you travel into the sewers, the lower your energy gets. When Ghost shouts there's a recharge chamber coming up, don't ignore him! Follow the green light on the tube roof — turn and burn!

Hydrogen levels outside the Hole Hawg are another concern. Sometimes, they get critical. Watch your hydrogen indicator. As soon as it turns red, fire a flare to explode the gas in the tubes ahead.

Depending on the state of play (ie, if you're doing well, or acting like a jerk!) you get messages through on your com-link, some from Falco, a female Sewer Jockey, others from your boss, Commissioner Stenchler, living it up in Solar City!

Falco helps guide you through tricky tubes. She's way ahead in the clean-up operation. Been there, done that, bought the instruction manual! Stenchler's a sarcastic bast, niggling you all the time, showing what life *could* be like if you complete the mission.

You only have one life. Get it wrong and you're destined to spend your days as a Toast Topper! The more you play, the braver you get. Impress Ghost and you rise up the ranks, from 'Dogmeat' to 'Ratbreath' and beyond!

Question is, will you get *too* cocky and ignore all warnings NOT to fly into Sector 19, a forbidden zone that holds many secrets and surprises? Only *you* can answer that one, Dogturd!

Above: Follow the course that Catfish gives to you correctly. Make a wrong turn and it's unlikely that you'll find your way back to the right tunnel. The red arrow shows the right way.

Above: There are loads of nasties and mutated creatures down in the sewers. Watch out for the Ratigators. They're a combination of rat and alligator and eat humans!

Above: Falco's the female pilot who gets abducted near sector 19. She's one of the best pilots around but her ability to get into trouble knows no bounds! She finds herself in it up to her neck when she strays off course and discovers the hidden highway to Solar City. Unfortunately her craft gets attacked. Can you help to find her before it's too late?

Mat grins... *'BRILLIANT!'*

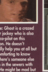
I've never seen anything quite like this! *Sewer Shark* is the most brilliant game to blast onto the Mega-CD. The graphics are literally out of this world. It's just like playing a film and that's what video games should be about. They should combine mind-blowing visuals, perfect sound and unrivalled gameplay. *Sewer Shark* has them all.

The digitised film images are a bit grainy but sit back from your TV and you soon forget you're watching a game. You blast down miles of sewer tube at high speed, blasting everything in sight. Wait for the correct turning then fly through the opening doors. That's *if* they open!

Crash and burn! That's the Sewer Jockeys' motto, and if you're a bad flyer, that's exactly what you do. It may be confusing at first but you soon get the hang of memorising directions, spotting pesky critters and finding recharge tubes. The wacky personalities of Ghost, Catfish and Stenchler add more realism, as do the pounding CD theme tune and sound FX.

Sony Imagesoft have produced a slick game where there's no rest from intense action. If you only buy one game for your Mega-CD, make sure it's *Sewer Shark*!

MAT 94%



Above: Ghost is a crazed sewer jockey who is also your co-pilot on this mission. He doesn't actually help you at all but it's comforting to know that there's someone else down in the sewers with you. He might be mad but he knows his stuff. He also helps to fix extras onto the hole hog later on.



Catfish is a nervous droid who hates going down into the sewers. He often gets too near to ratigators and other creatures. He also fires flares to blow up hydrogen gas.

Right: Commissioner Stenchler is your fat boss. He's living the easy life up in Solar City. He's a slob who gets to sit back and give out orders while you're doing all the hard work. His dim-witted secretary is always lurking in the background to help out Stenchler with food or the right swear word to use against you. But this fat guy is not all he seems. For beneath the surface he is in fact...but that would be spoiling the game. Play it to find out what the Commissioner is up to and stop him!

Above: Along the way you have to find the recharge tubes hidden in the sewers. Only one of the entrances is open at any time. Get the right one and receive extra power.

Above: As well as ratigators there are bats to contend with. They don't actually drain energy but they are a nuisance. Earn points for hitting enough of them.

Left: The red and green device on the tube ceiling is the indicator for the recharge station. It appears quickly but Ghost will call out to you when it's on the way. Make sure you get the correct tunnel or you won't be recharged. This means that your ship will run out of energy and your guns will be totally useless. The recharge stations are few and far between so don't screw up when they're on the way hot shot!



You start off the game as codename Dogmeat. Make it past certain section and your rank increases. If you can make it to the top you'll be awarded the title "Beach Bum"!

Ghost pops up from time to time to tell you just how bad you're doing. He also keeps in touch with Catfish. The further into the game you get, the more respect you earn.

SF Rating

89 PRESENTATION
- Superb introduction sequence, lasts about five minutes. Good choice of controls

93 VISUALS
- Superb perspective! The graphics are awesome and the animation's breathtaking!

90 SONICS
- Intense theme tunes which change for each section. Loads of FX and brilliant speech

91 PLAYABILITY
- Once you've sussed out the controls and which arrows to follow, you have a swell time!

85 LASTABILITY
- Quite tricky when you're not on course. Practice makes perfect

92 FORCE
- A barnstorming game! A great introduction to CD shoot-'em-ups. A must-buy!

- PRODUCER: SONY IMAGESOFT
- M-CD: APR/MAY
- PLAYERS: 1 • PRICE: £44.99

MEGA CD Reviewed!

A totally new game concept is here! Make Your Own Music Video is a new CD series where you do just that. Turn your floppy jeans around and tune in to the Make My Video show!

YO! Check out the hottest tracks and coolest videos in this brand new CD from Sony Imagesoft! *Make Your Own Music Video* is a new series of games (if they can be called games!) that gives you the chance to edit together your own music videos. The first one features teenage rap sensations, Kris Kross.

The CD contains three Kris Kross videos: *Jump, I Missed The Bus* and *Warm It Up.* The action starts in the *Make My Video* studio, where the hippest and hottest DJ around, MC Boyd Packer, spins discs and plays videos to viewers and listeners across the States.

There are two main options. The first is the Edit Challenge Game. You pick a caller's name from the main menu and have to follow their suggestions for making a video.

The caller says what clips they want or don't want to see and you have to make your video accordingly. If you edit it correctly you get a rating from the caller and MC Packer. Do it wrong and you're in trouble!

The other option is U-Direct Mode, which gives the luxury of editing the video of your choice without a time limit. Stop the vids that you want, delete them and add effects where needed. When your creation's finished, sit back and watch it in full digitised colour.

Selecting either option takes you to the video editing screen. There are four monitors, with three videos running along the bottom. The upper screen shows the film you're making. Flip between the three vids using the joypad buttons.

On the left of the screen are the special effects available and on the right is a box showing which are in use. Effects spice up a dull image. You can change colours, split the screen up, flip images, add lyrics and generally muck around with the three Kris Kross videos.

Once you've made your video, you can save it using the Mega-CD's backup RAM and watch it later. You might not like the music but don't let that put you off hangin' with the homeboys!

YO! Wassup? Have you got what it takes to mix cool tunes with radical images? You do? Well here's your chance to take the videos of those happenin' dudes, Kris Kross, and mix 'n' match 'em. You've been let loose in a video editing studio and can make your own vids using a selection of three. Choose your favourite video, select different effects and you're away. DJ Boyd Packer will give you a rating. Word up!

Make My Video KRIS KR

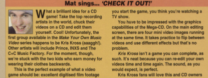
Hangin' with the Homeboys: Kris Kross are the guys whose videos you edit, using various effects and stock footage to make the coolest film you can.

Choose a Caller......NOW!!!

CALLER	SONG TITLE
JEROME	JUMP
NORMAN	JUMP
HAKEEM	JUMP
CARL	WARM IT UP
ROXANNE	WARM IT UP
REGGIE	WARM IT UP
ERIC	I MISSED THE BUS
CHARISE	I MISSED THE BUS

At the start of the game selct the video you want from the list of callers. The caller tells you what they want to see in the video, so make sure you do it.

There are loads of effects to be used. A combination adds some stunning effects to the video, and the wackier your film, the higher a rating you get.



Mat sings... *'CHECK IT OUT!'*

What a brilliant idea for a CD game! Take the top recording artists in the world, chuck their videos on a CD and edit them yourself. Cool! Unfortunately, the first group available in the *Make Your Own Music Video* series happens to be Kris Kross (aaaggh!). Other artists will include Prince, INXS and The C+C Music Factory. For the moment, though, we're stuck with the two kids who earn money for wearing their clothes backwards.

This is the perfect example of what a video game should be: excellent digitised film footage and CD-quality sound blasting out of your speakers. Although the video images are a bit grainy, they're still incredible. From the moment you start the game, you think you're watching a TV show.

You have to be impressed with the graphics capabilities of the Mega-CD. On the main editing screen, there are four mini video images running at the same time. It takes practice to flip between videos and use different effects but that's no problem.

Kris Kross isn't a game you can complete, as such. It's neat because you can re-edit your own videos time and time again. The sound, as you would expect, is perfect.

Kris Kross fans will love this and CD owners should check it out, if only for the graphics and cool sound. Turn it up!

MAT 89%



Paul croons... *'GREAT IDEA'*

Any kids that wear their clothes back-to-front and sing about missing the bus don't often find their albums amid my music collection! And as for directing their videos...! No kidding, it was sheer torture to sit through endless playings of Kris Kross's greatest hits. But if you can forget the naff music and concentrate on the game, you may agree that *Make My Video* is truly stunning.

This CD program can't really be called a game; it's more of a fun utility. The three videos you choose from can be mixed and fiddled about with to your heart's content. And the final product is really satisfying, especially if you save it to your VCR and watch it later.

The sound and graphics are — as you'd expect from the Mega-CD — fantastic. Even the disc accessing is smooth so the videos match the music exactly, enabling you to literally make your own video.

The choice of callers, ability to direct the video you want and tons and tons of film footage and CD sound make this a winner. If you're not a Kris Kross fan, fret not, Marky Mark, INXS and even U2 CD videos are planned — and that's just for starters!

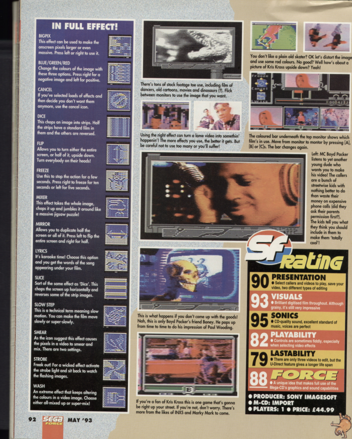
Make My Video is one of those rare phenomena — a great idea that actually works. Buy it! ***PAUL 93%***

MC Boyd Packer's the guy who keeps the tunes running. Select your caller and he sits back and usually gets insulted! Remember that it's his studio you're in, so make sure the vids are fast, fresh and fun.

Buss missers: there are three Kriss Kross videos to choose from including Jump and Warm It Up. There's also a selection of other cool imagesto use in spicing up your film to make it even neater.

Above: The main screen is where you become a video wizard. The three screens below it are videos running simultaneously. Flick between them and select options from the effects library. The films run constantly, so pick the image and effects you want, splice 'em together then sit back like Packer (left) and watch the result. Put together a good video and get high score!

The callers request what they want to see in your video and you either have to leave out or include the images shown.



IN FULL EFFECT!

BIGPIX
This effect can be used to make the onscreen pixels larger or even massive. Press left or right to use it.

BLUE/GREEN/RED
Change the colours of the image with these three options. Press right for a negative image and left for positive.

CANCEL
If you've selected loads of effects and then decide you don't want them anymore, use the cancel icon.

DICE
This chops an image into strips. Half the strips have a standard film in them and the others are reversed.

FLIP
Allows you to turn either the entire screen, or half of it, upside down. Turn everybody on their heads!

FREEZE
Use this to stop the action for a few seconds. Press right to freeze for ten seconds or left for five seconds.

MIXER
This effect takes the whole image, chops it up and jumbles it around like a massive jigsaw puzzle!

MIRROR
Allows you to duplicate half the screen or all of it. Press left to flip the entire screen and right for half.

LYRICS
It's karaoke time! Choose this option and you get the words of the song appearing under your film.

SLICE
Sort of the same effect as 'Dice'. This chops the screen up horizontally and reverses some of the strip images.

SLOW STEP
This is a technical term meaning slow motion. You can make the film move slowly or super-slowly.

SMEAR
As the icon suggest this effect causes the pixels in a video to smear and mix. There are two settings.

STROBE
Freak out! For a wicked effect activate the strobe light and sit back to watch the flashing images.

WASH
An extreme effect that keeps altering the colours in a video image. Choose either all-mixed up or super-mix!

There's tons of stock footage toe use, including film of dancers, old cartoons, movies and dinosaurs (?). Flick between monitors to use the image that you want.

Using the right effect can turn a lame video into somethin' happenin'! The more effects you use, the better it gets. But be careful not to use too many or you'll suffer!

You don't like a plain old skater? OK let's distort the image and use some rad colours. No good? Well how's about a picture of Kris Kross upside down? Yeah!

The coloured bar underneath the top monitor shows which film's in use. Move from monitor to monitor by pressing [A], [B] or [C]s. The bar changes again.

Left: MC Boyd Packer listens to yet another young dude who wants you to make his video! The callers are a bunch of streetwise kids with nothing better to do than waste their money on expensive phone calls (did they ask their parents permission first?). The kids tell you what they think you should include in them to make them 'totally cool'!

This is what happens if you don't come up with the goods! Nah, this is only Boyd Packer's friend Boney. He pops up from time to time to do his impression of Paul Wooding.

If you're a fan of Kris Kross this is one game that's gonna be right up your street. If you're not, don't worry. There's more from the likes of INXS and Marky Mark to come.

SF Rating

90 PRESENTATION
• Select callers and videos to play, save your video, two different types of editing

93 VISUALS
• Brilliant digitised film throughout. Although grainy, it's still very impressive

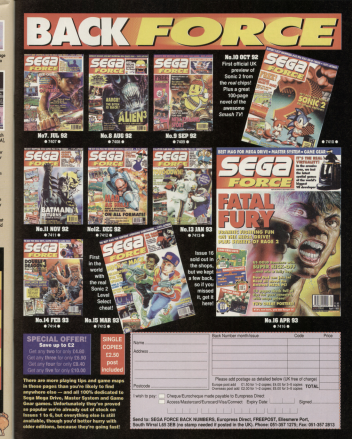
95 SONICS
• CD-quality sound, excellent standard of music, voices are perfect

82 PLAYABILITY
• Controls are sometimes fiddly, especially when selecting video effects

79 LASTABILITY
• There are only three videos to edit, but the U-Direct feature gives a longer life span

88 FORCE
• A unique idea that makes full use of the Mega-CD's graphics and sound capabilities

• PRODUCER: SONY IMAGESOFT
• M-CD: IMPORT
• PLAYERS: 1 • PRICE: £44.99


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Reviewed!

It's Gore City as the roughest, toughest and weirdest American Football sim slams onto the Mega Drive! With decapitation and mutilation the order of the day, the Deadheads decide to buy tickets and just watch! Wise move, eh?

D'ya ever get fed up with those complicated American Football sims? You know, the ones that include every single team and player since records began and give a mind-numbing selection of plays that blow your mind every time you call them up?!

EA have realised there's a gap in the market for an alternative football sim. After the crap *Pigskin Footbrawl*, they've released what's essentially *John Madden '93* stripped down and rebuilt in the guise of an interplanetary league of aliens! And if you think it sounds weird, you ain't seen nothing yet!

When you start, you've gotta choose your team, type of game, match length and the amount of carnage you want! You can play with no deaths and sadistic murders or you hype up the players so every tackle results in a serious or fatal injury!

Coach? Ouch!

The sight that greets you when you get past the options is your coach, who gives info about the other team. And boy, is he ugly. He's a monster, mutant, zombie or barbarian, depending upon the race of the team you choose. Rest assured, though, he won't take kindly to slackers and pops up from time to time to give advice.

If you've played any of the *Maddens* series, you know roughly how the game works. The method for calling plays and selecting tactics is the same so the basic elements are easy to understand and simple to use. But you ain't gonna get far unless you learn some of the new moves, such as bribing the ref, killing the quarterback, super speed, confusion, rage and the ability to create an exploding ball!

When you've got the ball, twist to avoid tackles and leap in the air to catch a pass. Also jump to avoid any of the pitch's hazards, such as fire pits, moon rocks, mines and thin ice. Step on any of them and you're seriously injured or even die. You've a finite amount of players and subs so if you run out you forfeit the game.

Mutant League Football's definitely weird and wonderful, but will it catch on? The answer may be a big "yes". Seeing as games like *John Madden '93* and *Joe Montana Football* are big sellers this is one game that could soon be appearing in everyone's top ten. After all, it's not every day that you get to tackle a horde of mutants, lose a few limbs and win a futuristic game of footie, is it?

Left: Mutant League Football takes the best elements of an American football game and gives 'em a new twist! The pitch is floating in space and the teams are made up of robots, mutants, monsters and zombies. Choose your team, select a play and you're off! The objective is simple: get the ball across the line to score. Sounds easy, huh? Well forget it!

Mutant League Football has everything you'd find in a real American football game, including cheerleaders. The half time entertainment sees a lovely (?) group of mutant girls strutting their funky stuff!

Grab hold of the ball and you're away! The player you control is the one with the crossbone circle underneath him. Don't stand around for too long though cos you might not live to regret it.

Mat grins... *'A BLAST!'*

Take two teams of bloodthirsty mutants, stick them on a floating rock and let them get on with it! *Mutant League Football* takes the standard format of American Football and turns it on its head. If you thought the players in *John Madden* or *Joe Montana* were tough, think again! The teams of skeletons, mutants and monsters are all nasty pieces of work and each has their own favourite way of trashing the opposition. Send the other team reeling with an ultra-fast tackle or head-butt — it ain't rock 'n' roll, it's genocide!

If none of that gets your juices flowing, why not give the referee some aggro? Of course, knocking seven bells out of the bloke who's trying to enforce the rules isn't such a good idea — especially as the ref makes up his own rules as he goes along!

Although the basic idea is nothing new, there are enough neat touches to keep you amused. Graphics are fast and colourful, each team kitted out in their own colours as they move like bats out of hell to stomp the opposition. If you like John Madden Football, this should prove to be a blast with a difference you'll enjoy. ***MAT 78%***



Paul beams... 'NICE IDEA'

After the extremely average *Pigskin Footbrawl*, the MD seemed destined to a life of ever-more serious footie sims, where the end result would play more like chess than American Football. Then, like a light at the end of a tunnel, EA bring out *MLF* and inject humour into a very serious and complicated sport.

They've got the presentation spot on. It's what *Speedball 2* should have been like — big colourful sprites on the options screen and loud guitar music throughout. The different races that make up the teams are good for laughs. Funny aliens and crafty demons say you're no good and had better improve — and fast, and they mean it!

The gameplay is good but there are two niggling faults — there's too much going on at one time. It gets difficult to see what play you've selected, who your receiver is and exactly where to receive the ball. With practice, it becomes a *little* easier.

Another problem is some games become very stop/start affairs as the opposition decide to kill the ref or maim your quarterback, then it's back to selecting plays and all the rigmarole again! Really funny the first time, slightly funny the second time, very tedious by the third and so on!

MLF isn't bad. It's good for a laugh and one to come back to on a rainy day. **PAUL 79%**

Above: Yeeha, touchdown! As the crowd go wild you bask in the glory of yet another brilliant game. Who needs John Madden when you've got mutant zombies?

Above: It's a fumble! If you're not in the right place for a catch then you'll lose the ball altogether. The opposition then has a chance to intercept it and try to score.

Left: As well as being able to perform standard football moves some teams can use their special attributes in a game. Spine backed lizards roll across the pitch like death wheels and ogres just use their superior strength to stomp all over you. Don't expect any help from the referee either. You'll have to bribe him before he notices any fouls!

Left: OK guys listen up! You're about to take on one of the toughest teams in the league so don't mess up. You're gonna have to be rough, tough and remember to break a few limbs while you're out there. If you think the team's gonna be a nightmare to face, start worrying about the pitch — it's littered with death traps, mines and pits. Oh and stay away from the edge 'cos that drop's a killer. Go for it guys!

SF Rating

83 PRESENTATION
● Great intro screen graphics. Loads of options and good instructions

79 VISUALS
● Futuristic graphics throughout. In-game graphics are good but pitches are sparse

73 SONICS
● Mumbled speech and typical Madden music — ie, listen to it twice, then turn it down

70 PLAYABILITY
● Easy to master controls, but you get the feeling your not in total control

82 LASTABILITY
● A mean game of football with loads of laughs! The two-player option's lots of fun

79 FORCE
● If you've got *John Madden* and fancy a change, give it a go

● PRODUCER: ELECTRONIC ARTS
● MD: OUT NOW
● PLAYERS: 1-2 ● PRICE: £39.99



If it isn't mutated turtles practising martial arts, it's fat, aggressive, space-faring toads! A few plays prove it's not easy being green.

Hey, who are these four guys in shells everyone's talking about? Turtles?! Hah! Don't make me laugh! The toughest green guys in the galaxy are Rash, Zitz and Pimple — the Battletoads! They're on a mission to save their friends, who've been abducted by the evil Dark Queen. This vile villainess was defeated before but has escaped and fled into deep space.

The Battletoads are on their way to the home planet of the Terran Emperor. They've just rescued his daughter, Princess Angelica, from the clutches of the Dark Queen and are aboard their spaceship, the SS Vulture.

The biggest Battletoad, Pimple, gets bored and he and the Princess go for a space cruise in the Toadster. As they fly round the stars, they're ambushed by the Dark Queen herself and taken to a terrible place called Ragnorak's World. Fortunately, Pimple sent out a distress signal before he was nabbed and it's just reached Professor T Bird and the Battletoads.

Your mission is to rescue your friends and rid the galaxy of the Dark Queen, once and for all! This is a one- or two-player game where you take control of Rash or Zitz and battle through 12 levels of intense action. It features vertically- and horizontally-scrolling sections and more 'toad-ally awesome bad guys than you can shake a flipper at!

The Battletoads have a variety of attacks, such as the Big Bad Boot, Nuclear Knuckle and Jawbuster, all of which are guaranteed to send the enemy scuttling.

Start the game with five lives and clock up points to get extra. Both 'toads have an energy meter which drops every time they're hit; restore it to full power by munching juicy flies! When all lives are gone, there are three continues to get you further into the game.

So what are you waiting for? Kick some bad-guy butt, Battletoads!

Left: The toughest guys in the galaxy have finally blasted onto the Mega Drive. The Battletoads are mean, green and ready to rock! Your toad buddy, Pimple, and the lovely Princess Angelica have been kidnapped. The evil Dark Queen is responsible and only you can save them. Choose from Rash or Zitz and blast off into space for a slime-filled adventure. There are bad guys all around and only the meanest hombres can stop 'em!

Left: Part two of the first section takes place in a massive underground cavern. Your 'toad lowers himself down on a rope and fights enemies as he goes. Watch out for Ravens, Saturn Toadtraps, Electro Zappers and much more!

Race across the surface of Ragnorak's World to find the Princess Angelica and your 'toad buddy Pimple. Encounter Psyko-Pigs and Dragons. Beat a dragon and you get to use it as a flying transport. It also breathes fire at the enemy!

Paul scowls... *'CUTE...BUT CRAP!'*

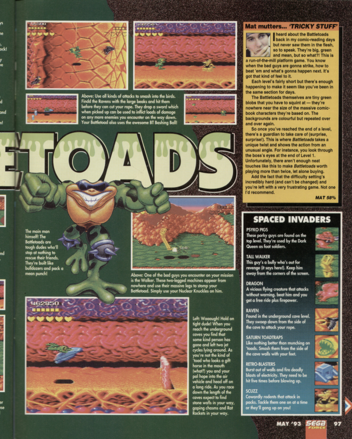
Now here's a licence worth having! Just think of the endless possibilities you have with a group of power-hungry toads and a Mega Drive! Now keep thinking of the games you *could* come up with while playing the game they *did* come up with. Disappointing or what?!

Battletoads is a fairly awful conversion of the cult comic heroes spawned (pun intended!) after the Turtles hype of the late-Eighties. At least the Turtles had decent games made in their honour!

The gameplay, graphics and sound are all perfectly average and make our amphibian friends even less cuddly than they already are! The control method's unresponsive, and the tasks you have to perform are menial, to say the least. Check out the second stage of Level 1 and prepare to be totally bored!

Another major problem is *Battletoads* has a seemingly random difficulty setting. Some early levels are much harder than later ones — you begin to the think it was programmed the wrong way around!

Battletoads should have been like *Turtles* — ie, easy to get into and not too difficult — but alas and alack, it was not to be. I can't recommend *Battletoads* to anyone unless you're absolutely desperate for a new game and you can get it on the cheap. ***PAUL 52%***



Above: Use all kinds of attacks to smash into the birds. Findd the Rovens with the large beaks and hit them before they can cut your rope. They drop a sword which when picked up can be used to inflict loads of damage on any more enemies you encounter on the way down. Your Battletoad also uses the awesome BT Bashing Ball!

The main man himself! The Battletoads are tough dudes who'll stop at nothing to rescue their friends. They're built like bulldozers and pack a mean punch!

Above: One of the bad guys you encounter on your mission is the Walker. These two-legged machines appear from nowhere and use their massive legs to stomp your Battletoad. Simply use your Nuclear Knuckles on him.

Left: Waaaugh! Hold on tight dude! When you reach the underground caves you find that some kind person has gone and left two jet cycles lying around. As you're not the kind of 'toad who looks a gift horse in the mouth (what?) you and your pal hope into the air vehicle and head off on a long ride. As you race down the length of the caves expect to find stone walls in your way, gaping chasms and Rat Rockets in your way.

Mat mutters... 'TRICKY STUFF'

I heard about the Battletoads back in my comic-reading days but never saw them in the flesh, so to speak. They're big, green and mean, but so what?! This is a run-of-the-mill platform game. You know when the bad guys are gonna strike, how to beat 'em and what's gonna happen next. It's got that kind of feel to it.

Each level's fairly short but there's enough happening to make it seem like you've been in the same section for days.

The Battletoads themselves are tiny green blobs that you have to squint at — they're nowhere near the size of the massive comic-book characters they're based on. The backgrounds are colourful but repeated over and over again.

So once you've reached the end of a level, there's a guardian to take care of (surprise, surprise!). This is where *Battletoads* takes a unique twist and shows the action from an unusual angle. For instance, you look through the boss's eyes at the end of Level 1. Unfortunately, there aren't enough neat touches like this to make *Battletoads* worth playing more than twice, let alone buying.

Add the fact that the difficulty setting's incredibly hard (and can't be changed) and you're left with a very frustrating game. Not one I'd recommend.

MAT 58%

SPACED INVADERS

PSYKO PIGS
These porky guys are found on the top level. They're used by the Dark Queen as foot soldiers.

TALL WALKER
This guy's a bully who's out for revenge (it says here!). Keep him away from the corners of the screen.

DRAGON
A vicious flying creature that attacks without warning. beat him and you get a free ride plus firepower.

RAVEN
Found in the underground cave level. They swoop down from the side of the cave to attack your rope.

SATURN TOADTRAPS
Like nothing better than munching on 'toads. Smash them from the side of the cave walls with your feet.

RETRO-BLASTERS
Burst out of walls and fire deadly blasts of electricity. They need to be hit five times before blowing up.

SCUZZ
Cowardly rodents that attack in packs. Tackle them one on at a time or they'll gang up on you!



SMASH HITS

PUNCH
The basic move that both the 'toads can perform. Keep pressing to perform the next move.

JAWBUSTER
A mega-powered up punch that sends the bad guys reeling. Gets rid of any villains in your path.

STICK SMACK
Collect a Walker leg and use it to knock the opposition for six. Lose it when facing the first guardian.

SWINGIN' SIZE THIRTEENS
When in the cave, swing from side to side and press fire to use this big-footed move.

BIG BAD BOOT
The ultimate attack. When the going gets rough just stick the boot in! Keep pressing fire to activate.

FLY CATCHING
Running low on energy? Wait for flies to appear, face in the right direction and use your tongue!

KISS-MY-FIST
A powerful attack that leaves your opponent battered and bruised. It only takes one hit to work.

TOAD THROWIN'
Pick up your partner and use him as a weapon! Only activated when in two-player mode.

BT BASHING BALL
Used only in the toughest trouble spots. Your Battletoad turns into a massive wrecking ball!

FLYING FIST
Standard attack in the chasm. Press the B button to activate a green-skinned fist.

SWORD SLASH
Collect a falling birds beak and use it as a sword. Handy for slicing the bad guys into slices.

Press the jump button at just the right time to make it across a massive drop or plummet to your doom.

TOAD TOOLS

WALKER LEG
Beat the walking machine and use its leg as a weapon.

DRAGON
Beat the crap out of the dragon and hop on its back for a ride.

FLIES.
If your energy is running low collect flies to power up.

TOAD ROPE
Lower yourself into the cavern with this handy device.

VADERS
These video game guys carry useful energy pellets.

JET BIKE
Use these to transport you through the caves.

Below: Battletoads to the rescue! Play the game in one-player mode and tackle all the bad guys yourself. Choose the two-player option and you and a green-skinned pal team-up to take on all-comers. 'Toad-ally awesome!

Above: The guardian at the end of the first level is a massive walker that can't actually be seen. Pick up boulders and throw them at the screen to defeat it once and for all.

Above: Psyko Pigs everywhere and you've got no weapon. But wait! What's that big yellow stick on the floor?

The planet Ragnorak holds many challenges for a battle-hungry 'toad. Are you up to the task or not?

SF Rating

59	**PRESENTATION** • One- or two-player option, extra lives to collect, three continues when you die
62	**VISUALS** • Above-average graphics, sprites are colourful but small, jerky movement
45	**SONICS** • Dire theme tune that has you reaching for the volume control, bearable sound FX
49	**PLAYABILITY** • Controls are unresponsive, collision detection is poor and often non-existent!
66	**LASTABILITY** • It takes ages to get through but that's not such a good thing. Frustrating
58	**FORCE** • A standard platform game with basic graphics and sound. Lacks pulling power

• PRODUCER: TRADEWEST
• MD: IMPORT
• PLAYERS: 1-2 • PRICE: £39.99



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• WANTED •

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• Mega Drive UK games, will pay £10–20. Games must have instructions. Phone Mark after 6pm on (0443) 442138.
• I will pay between £10 and £15 for Mega Drive games boxed with instructions. Tel: Kev (0752) 509757
• Wanted, Game Gear games, willing to pay up to £12, send list to Sam Robinson, 15 Highfield Rd, Croston, Preston, Lancs PR5 7HH or tel (0772) 600731.
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Feature!

A DAY AT THE ARCADES

Inside every Mega Drive, there's an arcade machine trying to get out! After all, they were the forerunners to our beloved Sega consoles. So what are gonna be the hottest arcade hits this summer? PAZ 'One more go' WOODING tootled off to Blackpool and the annual amusement arcade trade show to find out — and get sick!

Whatever you say about Blackpool (damp, cold, wet!), you can be guaranteed of two things — friendly folk and loads and loads of arcades! I mean, why else would anyone brave the biting northern weather but to play games all day and give you game-freaks the lowdown on the latest machines?

Every year in the Winter Gardens, the Blackpool Amusements Exhibition takes place. It's a chance for all the producers and suppliers of video games to show their wares — and of course, SEGA FORCE was there.

Get ready for full reviews of Sega's *Virtual Racing*, Bally-Midway's *Mortal Kombat*, Konami's *Lethal Enforcers* and others besides. Oh, by the way, look out for a popcorn machine owned by a famous spiky mammal.

VIRTUA RACING • Sega

Virtual reality machines are already in some of the larger arcades (see last month's issue), and they still have a way to go before becoming totally immersive. Sega's having a go too, and done a great job of *Virtua Racing*, the best driving game ever to grace the arcades, not only in graphics and sound but also realism and enjoyment.

Gameplay itself is standard: drive around a track, trying to reach each checkpoint before the timer runs out and eventually finish the race in one of the top positions. If you do, it's onto the next, more difficult circuit. If not, whack in another load of dosh.

What *isn't* standard are the fantastically-smooth filled polygon graphics — they look like those found inside a VR helmet (hence the name). When viewed on the luxuriant one-player cabinet (with an expensive widescreen monitor), you get the complete racing experience, complemented by a high-tech electrically adjusted seat. Cushioned air bags push and pull your body to simulate the G-forces experienced in real F1 racing.

Another fantastic feature of *Virtua Racing* is the choice of views. You can view the game from inside the cockpit, at the rear of your car, overhead and far away! You can change the view-

Sega's *Virtua Racing* will appear in the arcades in many forms, from the one-player de-luxe cabinet above to this massive eight-machine link which is more like flying the USS Enterprise than roaring round a race track.



point at any time and each shows more or less of the track. Neat, eh?

Virtua Racing has a link-up facility that allows up to eight machines to play simultaneously. This is great fun for a group of mates, as you battle around the same track, jostling each other for position.

Virtua Racing can appear in many forms, from a one-player deluxe cabinet up to the full eight-machine link that could fill a small arcade by itself. It costs anything from 50p to £1 per game and is well worth the money. It's in the arcades now but be prepared for long queues when the lazy, hazy summer months come.

MORTAL KOMBAT • Bally-Midway

Street Fighter II has had its day! *Mortal Kombat* is every bit as good as it's greatest rival — if not better! It looks a lot like *Pit Fighter* — big digitised sprites and over-exaggerated reactions when a fighter's punched in a delicate area!

The sound's great: digitised speech and bruising sound FX half-deafen you as the game starts and you pick a fighter. There are various fighters, many of them ninja lookalikes, although you can play a war-hardened woman or Bruce Lee toughie with a mean kick and punch combination — this one's a non-sex discrimination game.

All fighters can jump, block, kick and punch but each have special moves which can only be discovered by trying out different joypad/button combinations. It costs a few bob to learn how to tap into each fighter's full potential.

Mortal Kombat is a one- or two-player game that looks great and plays well.

Line up for the fight as a Bruce Lee look-alike or choose the fiery lady lasher in *Mortal Kombat*.

It should be in amusement halls and theme parks now and costs anything from 30p to 50p per credit. Cheap at half the price!

LETHAL ENFORCERS • Konami

A few years ago, light gun games were all the rage. *Operation Wolf* was the in-game to play and as long as a video game had an Uzi strapped to it, it'd sell!

These days, a gun on a cabinet is no longer a novelty. After all, both of the 16-bit consoles have a light gun which you can use without leaving the sanctity of your own bedroom, so why bother with these games in the arcade?

Terminator 2 sold well because of its licence and digitised graphics — a lesson Konami seem to have learnt. *Lethal Enforcers* boasts *loads* of realistic digitised baddies and backdrops which give it a human feel.

Bolted to the cabinet are two revolvers, pink and blue (very macho!). With these weapons, you have to clean up the streets. You might be called to a bank job where customers are held hostage, a high-speed car chase where innocent civilians are being rammed off the road, or another scenario where ordinary police aren't enough and only the Lethal Enforcers can defuse the situation.

In every scenario, there are several different scenes and surprises, including extra weapons and interactive scenery. Gameplay isn't just a case of picking up a gun and spraying the screen with bullets. Your gun can only hold six shots, after which

Burn rubber on the track! *Virtua Racing* has a link-up facility that allows up to eight machines to play at the same time — great fun for a group of mates, as you battle head-to-head around the track, jostling for position.

Loads of accurately digitised graphics make the baddies and victims of Konami's *Lethal Enforcers* come to life.



you must reload.

Don't get careless with your shots. Your damage meter not only goes down when you get shot but also when you shoot civilians. Make sure you're aiming at a baddy before you pump 'em full of lead.

Lethal Enforcers is out now and costs between 30p and 50p a credit. It's great fun in two-player mode but things can get a little hectic when you're a solo player. Happy hunting...

Jaleco's *Wild Pilot* gives you a bi-plane (above), this chair and unfairly-equipped enemies

WILD PILOT ● Jaleco

Wild Pilot is an all-action flying game where you and a mate strap yourself into a chauffeur-driven plane. You take on the role of hired hitmen who must rid the country of evil criminals by defeating them in aerial combat.

The machine features a hydraulic cabinet with realistic movement as you swoop down onto the streets and up into the skies in your search for sadistic crims. The villains include the likes of Shot Gun Jones, Mary Vixen and Jack The Slasher — these guys would give the Red Baron a run for his money.

You'd better be a crackshot with your twin-handled machine gun 'cos they're a mean bunch who take a lot of stick before they give in. You've got a Super Weapon at your disposal but it doesn't last forever. The odds are against you but who cares — it's fun to play.

Wild Pilot combines one/two-player light gun action with the excitement of a moving cabinet. It has great graphics and great sound so it's one to watch out for the next time you visit your local coin slot emporium!

AND THERE'S MORE!

As you've probably gathered, there were loads and loads of new products on show and I didn't have time to get a good look at all of them. But I did catch a fleeting glance at some of the other big-name titles that'll eat your silver some time in the near future.

Fatal Fury 2

Available only on the Neo-Geo arcade unit, *FF2* promises more of the same fist-flying action. You choose between the same three fighters but have eight new adversaries to fight, with really weird names such as Big Bear, Chin Zin Zan and Kim Kap Hwan (say that when you've had a few!).

It doesn't look that different to its predecessor but if you're a *Final Fight* fan, it's well worth a look

Mad Dog Mcree 2

More laser gun antics in the troubled Wild West town of Sequelville. Yes folks, the only noteable difference between this and the original (besides a new scenario and video to accompany it) is the availability of a two-player cabinet.

An extra player adds little excitement because it has a smaller screen than the lavish one used in one-player versions! If you and a mate enjoyed the first adventure, you won't mind forking out a quid a go to play this. I found it very boring! Next!

Street Fighter II: Hyper Edition

How many more 'editions' are Capcom gonna squeeze out of this game! Apparently, this latest version is 10% faster than the Turbo edition and includes new moves such as Chun Li's dragon punch, Ryu's flying hurricane kick and Dhalsim's teleport.

Spinning Paz spews his popcorn on R360

Again, if you like *Street Fighter II* — and let's face it, the vast majority of the gaming population do — give it a butcher's. If you don't, it's unlikely this version will change your mind.

SONIC POPCORN

Right then, you short-arsed plumber — top this! Japan's gone Sonic mad with this popcorn machine, latest in a long line of Sonic amusement machines. Good idea, maybe, but the popcorn tastes like salty cardboard. The machine has a choice of three flavours, butter, salt and — wait for it — chilli! Yeuch! No thanks, I'll stick to good old butter.

Clearly aimed at the younger market, a video screen shows Tails chased down a conveyor belt by arch villain, Dr Robotnik. At the bottom Sonic (and you) control the belt's speed by turning a green wheel, which also determines how fast the popcorn's 'popped' by the microwave inside the machine. A robotic arm moves a cup of corn to the microwave and takes it out when it's done. Very high-tech, but not very *nouvelle cuisine*. The price shouldn't be more than £1.50 for a big cup of popcorn. Scrummy!

Circle squared!

Well, that was the exhibition, hectic fun which almost made me forget the torrential rain that followed me from Game-Freak Alley! As I left the Winter Gardens, I had time to nip into the arcade next door and have a game of the rotating *G-LOC* machine, better known as *R360*.

The inside of the spinning cabinet looks more like a fairground ride than an arcade machine, what with safety bars and seat belts keeping me fixed in the seat. Mind you, I needed them.

Every time I banked or climbed to dodge a missile, the machine spun around. By the third or fourth level, I hadn't got a clue where I was, nor did my stomach — I don't think I should've gorged on all that Sonic popcorn before I got into the machine! All I knew was I had to blow up planes and dodge missiles — until a missile got me straight up the exhaust pipe and stopped my rotational experience dead in its tracks.

R360 has a video screen outside for spectators to follow the action. I suspect they knew what was going on better than I did. *R360* costs roughly £1 a go and is well worth a whirl. It's better than half the rides on the Pleasure Beach — and cheaper, too!



GUTTER SNIPE

Letters!

Summer's here and the time is right, but old Gutty just farts and sets 'em alight! The birds are singing, the flowers they bloom, but Snipey sits and grunts in his room. 'Answer these letters,' said Ade in a huff. He did it! He loves ya, he can't get enough! (Errrrr... delete this last bit please, Mr Editor —GS).

Shouldn't you lot be dancing round a pole or something? This *is* our May issue, innit? I wanna see ya in frilly dresses, with ribbons in ya hair and smiles on ya faces. Oh the Summer! Don't you just love it?! Ages spent getting into work, stuck behind a mystery tour — two old gits in a Morris Minor! The bloke only looks in his mirror to see if he's got his glasses on! Hay fever, wasps, sweaty patches on your T-shirt... Oh what a heady days they are! Rubbish! Summer stinks!

A Thumpingly Good Read

When it comes to music pics, you can't beat Stephen Edwards from Aylesbury! Sonic's thumping out a great message — at high speed.

Wanna know why? 'Cos many of the chubby women who work here start wearing short-sleeved polyester blouses and I get quite depressed sitting here having to look at their flabby arms! Anyway, if we're good likkle boys, we can ask the big cheeses if we can do our work outside on the grass, like what we used to when we woz at skool! (My spelling hasn't improved!)

And while I'm out there, I *may* just answer a few of your letters and mop up my coffee with a couple of your pictures! So, if ya wanna get something off your chest, ask a few questions, or draw me a piccy, send the lot to: GUTTER SNIPE, SEGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. If you fancy sending me a snapshot of yourself, I'll plonk that next to your bit 'n' bobs, too. Now—get on with it!

Sonic 2 level select

Dear Gut,
I'd just like to congratulate you on being the first mag to print the *Sonic 2* level select. I was dead excited when I saw it publicised on your contents page in issue 15. I couldn't wait to get your mag home and try it. Well done! Can you tell me how you actually discovered it?
Carl Evans, Solihull, West Midlands

Thanks for your comments, Carl! Yep! It's about time we blew our own trumpets! No matter what the rest of the publishing world thinks, SEGA FORCE was the first magazine in the UK to print the *Sonic 2* level select. And not just that, we had a chaos emerald cheat and a tip to get 14 continues! Birrova scoop, huh?

Other cretins can only copy 'em from our hallowed pages and claim them as theirs, but we know different! Finding such gems is like discovering the cast of *Eldorado* in your airing cupboard! A lot of tinkering on our part and a birrova help from our spies in Japan and we got the cheats in just before issue 15 went off to the printers. Even Sega had to ask us for them! So nah, nah, nah, nah, nah you other mags. Beat ya to 'em!



Anyone for Dennis?

Dear Gutter Snipe,
I recently started buying your magazine after I purchased a Game Gear back in October. All Sega publications competing for circulation figures were assessed by my good self. I've come to the conclusion that your magazine gives the most accurate and reliable views and reviews around. As the owner of a Sega handheld as opposed to a console, I appreciate the time and effort put into 'Game Gear Alley'. Please keep up the good work on behalf of us financially disadvantaged readers/gamesplayers who can't afford to pay current MD cartridge prices.

I implore you not to spoil your magazine by including CATHY DENNIS freebies or articles as some of your rivals have chosen to do, (ie. monthly mags with no pride). Does her particular style of music represent the tastes of a typical gamesplayer? If so, then I am definitely NOT your average gamesplayer! And I certainly don't want to pump money into that 'slip of a girl' who came to fame dancing to the 'Birdie Song' at Butlins, Pontins, Maplins or wherever she sprang from.
Billy Holland, York

Aye up! Are you a children's entertainer at a holiday camp, or what? A nice plug at the end there! We try our hardest with Game Gear reviews. Unfortunately, sometimes, there aren't many games around for us to review. Thankfully, Sega have about half a dozen lined-up. Some reviewed last ish, some this.

'Game Gear Alley' was Ade's idea. When he ran 'The Pittstop' he received letters from handheld freaks worried there weren't enough GG tips in the section. Ta da! 'Game Gear Alley' was born and Paul has carried on the tradition!

As for Cathy Dennis, well she's a sexy vixtress, no mistake and I wouldn't mind placing her between two bits of lino with a lashing of tomato sauce, but I see what you mean. Overkill, or what? Fret not! We have no plans whatsoever to publicise Rustie Lee, Anita Harris, Lynda Bellingham or any other top rock 'n' roll artists for that matter on our front cover! Take care!

Master System queries

Dear Gut,
1) Which is your fave MS game? 2) Is *Streets Of Rage II* coming out on the Master System? 3) Will *Taz-Mania 2* come out on MS? 4) Do you know how I can get a cheap Mega Drive? 5) When's *Mickey and Donald* coming out on the MS? 6) Is *WWF Royal Rumble* coming out?
Phil Robinson, Potter's Bar, Herts.

Welcome to my lair, Phil. I have several fave games on the MS. Here are two of 'em. *The My Little Pony Abattoir Game* which is a hack 'n' slash and *Prince Of Persia* which isn't! I haven't heard of MS *Streets Of Rage II*, but I'll let ya know if it's coming out.

There *will* be a *Taz-Mania 2*. The first was very popular. More news when we get it. The cheapest way to get a Mega Drive is incredibly illegal, so I won't mention it here. Check out the adverts in SEGA FORCE. Some of the companies stock hardware as well as software.

I'm not sure Sega are producing a straight conversion of the MD game *Mickey and Donald* onto MS. They *are*, however, releasing *Mickey Mouse II*. We had hoped to have the game last issue, but it's been put back.

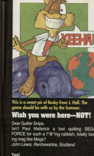
There's a *WWF* game due out on the MS from Acclaim in July. It's called *WWF Steel Cage Challenge*. Phew!

Give Mario a chance

Dear Gut,
Why do all SEGA FORCE readers make fun of Mario? I agree *Super Mario Land* is crud, but *Super Mario Bros 1* and *3* are quite good. I know that a pizza-making Italian plumber running around a fantasy world, eating magic mushrooms, head-butting bricks and squashing poor little turtles is a bit weird, but a blue hedgehog and a deformed two-tailed fox running at the speed of light around a fantasy land, trying to kill a fat old man is just as weird. So, give Mario a break.
Nigel Havenhand, MD, MS and NES owner, Rotherham

Oh woe! Stop fretting! This Mario vs Sonic thing's the same as someone saying 'My football team's better than yours!' Don't take it to heart. I'll give Mario a break. Where would you like it? His legs? Arms? You name it, I'll break it! Tee hee!





This is a smart pic of Busby from J. Hall. The game should be with us by the Summer.

Wish you were here—NOT!

Dear Gutter Snipe,
Isn't Paul Mellerick a fool quitting SEGA FORCE for such a f*@*ing rubbish, totally boring mag like Mega?
John Lewis, Renfrewshire, Scotland

Yes!

Arnie on 8-bit

Dear Gutter Snipe,
Will *Terminator 2* be coming out on the Master System?
Darren McAdam, Enniskillen

Yep indeedy! *T2—The Movie* will be out on the Master System in June from those luverly peeps at Acclaim. Glad to be of service, Darren. Now—naff off!

Console-ation prize

Dear Gut,
Hi! I'm just writing to say how brill your mag is. I was sitting reading issue 14 and decided to write you a letter, 'cos I got bored. **(Oi! I hope you didn't get bored with SEGA FORCE. We're a Cathy Dennis Free Zone, ya know?! —GS)**. You always ask readers to tell you what we think of the mag, so I've done an SF rating on it:

96% PRESENTATION
Well set out. Very eye-catching
90% VISUALS
Screenshots aren't bad. Pretty good overall
81% SONICS
Makes a very entertaining rustling noise
95% PLAYABILITY
Very playable indeed!
97% LASTABILITY
Lasts for years — unless you eat it
98% FORCE
The best mag around.

Peter Johnson is a well-deserved winner of T-shirt and tack — nice one, Peter!

A bit of Irish verbal

Hi Snipes,
Find enclosed a bit of colourful toilet paper. I reckon it'd cover even *your* ass. Although with the amount of verbal diarrhoea you normally spout, perhaps you should use it for your mouth?! Hang on! This is no way to get my drawing printed, so I'll start again.

My dearest Gutter Snipe, please find enclosed a delightful little number, drawn by my good self. Yeuch! That's all I can manage for now. Crawling always makes me sick and gives me sore knees! Here's a thought. It's surprising Sega incorporated the Oil Ocean Zone in *Sonic 2*. After all, if the Americans hear that Robotnik is interfering with an oil-producing nation, they'll not stand for it. Unless Sonic's in the US marines—he's out of a job. A little bit of politics there! My name's Joanne Alexander. Thank you. Good night. Until next time. Drinks are on you. From a weirdo whose letters will never get printed.
Joanne Alexander, Ballyclare, Co. Antrim

Oh—it's you again! Can't ya see I'm busy? Why bother putting lines like that at the end of your letter. You know very well I don't give into blackmail — however subtle! I print what I like and I like what I print! Nice to see your drawing hand's not been strained through constant joypad wiggling. I'll ignore the start of your letter. Had one Guinness too many, huh?!

The people in *Gamesmaster's* Console-tation Zone are really stupid! Have you seen it? They've no brains at all!
Boy: Gamesmaster, I can't seem to kill anything in Space Invaders. Can you help me please?
Gamesmaster: Yes. Rather a difficult one this. If you press the fire button on your joystick, a small missile's launched from your spaceship, thus killing the alien.
Boy: Thank you, Gamesmaster. I never thought of that!
Gamesmaster: Next!
Boy: Gamesmaster, On the SNES…
Gamesmaster: Yes, well, have you tried killing yourself, or buying a Mega Drive? That should do the trick…
Tom Blake, Kenilworth

Well, errrrr…thanks Tom for that insight into TV world! Can't say I've watched *Gamesmaster* actually, past my bedtime! Go on then, mock you plebs, I can't help it if I need my beauty sleep. Thanks for your ratings. Perhaps push the final Force rating up by another 2% and I'll be your friend for life. Well, until next Thursday at least.

Recession depression

Dear 'Gutty gone nutty',
I used to buy this mag every month, but recently, my pocket money has been hit by the recession. Also, I'm a student, (that speaks for itself!). Anyway, I got an MD for Christmas and completed *Sonic the Hedgehog* and *European Club Soccer* within a week. I'm sick of the sight and sound of SONIC! I'll tell you for why.

My girlfriend stays at my house at weekends and every morning and every bloody night she's playing *Sonic*. She never stops! IT'S DRIVING ME MAD! All I get is, 'Help! I can't get past Marble Zone, Act 1'. She's been on it for six weekends. My God, Gut old pal, what shall I do?
RJ Moir, somewhere round the bend!
PS She wants me to get *Sonic 2*…

Now listen, RJ, tell your girlfriend this has got to stop! Her attentions are obviously drawn towards our spiky blue buddy rather than you. This *can* be quite worrying, especially if you're not getting into your favourite position on the shag pile. Know what I mean? Fnar! Fnar!

Seeing as you've completed *Sonic*, why not buy a goldfish? Place your cart on a shelf, directly over the goldfish bowl and 'accidentally' knock the game into the murky waters below? What a schemer I am! Tell her that *Sonic 2*'s exactly the same as the original and you need an egg whisk to tune it in. She'll soon shut her trap! Stay warm!

Terminate this—NOW!

In issue 15's letters, why did Karl E Denyer write to say he'd completed *Terminator*? *I* have completed *Terminator* and I don't write in saying I've broken a record, (how stupid!).
Sean Watts, Bridlington, East Yorkshire

It's *you* who's the stupid one! You don't write in, eh? What ya doing now then, blimpo—fishing for sticklebacks?! I ask ya!

Chakan, The Particularly Moody Man! Tom Percival chalked and air-brushed this stunner.



Letters!

Oh heck! More questions!

Dear Gutter Snipe,
1) How much is the Mega-CD? 2) What games do you get with the Mega-CD? 3) What game is best on the Mega Drive and Master System? 4) Is *Streets of Rage* better than *Golden Axe*? 5) When's *Sonic 3* going to be released? 6) Is Tails in *Sonic 3*?
Simon Mann, Bellshill

1) Around £270 2) Arcade Collection, *Sherlock Holmes* and more! See Simon Crompton's letter. 3) Dunno 4) Yes 5) Dunno 6) How the flick do I know? Helpful little chappie, ain't I?!!

Sonic 3. AHHHHHHH!

Dear Gutter,
Please, please could you answer my questions? **(Oh, go on then! As long as you don't ask me anything about *Sonic 3* —GS)**. 1) When *Sonic 3* comes out, will the Master System version have Tails alongside Sonic? 2) Is there a Game Genie for the GG or MS? 3) How come there's no level select on MS *Sonic 1* and *2*? And in response to a past letter from Robbi Faloon enquiring as to the whereabouts of Robotnik in MS *Sonic 2*... he's in Underground Zone, Act 3 and Crystal Egg Zone, Act 3. So there!
John Owens, Liverpool

Arrrrrrrggggghhhhh! A *Sonic 3* question! I'm doing my nut here! Going doolally tap! I've gotta go and have a lie down! I'll let Ade deal with this one. It's all yours, Pitty!

'The reason Gutty's getting frustrated with questions about *Sonic 3* is because no-one in magazine-land has seen anything of the game yet. The release date's still a long way off. You won't play *Sonic 3* this side of Christmas.

Who knows what characters will appear in the game and how much it will differ from the other two affairs? So, for the time being, we can only speculate. You can be sure that as soon as we hear anything, we'll let you know.

Now, do Gutty a favour and let it lie! Back to you Snipe me old mate!' —Ade.

Ahem! Cheers, pal! Right, onto your other questions. There's gonna be a Game Genie for the GG and an Action Replay cart for the MS and GG. I dunno, why aren't there level selects for *Sonic 1* and *2*? You tell me! Keep smiling!

Gulp! Sonic's really cookin' now! With the help of Lee Gardner from Ashby de la Zouch (great name, eh?), he's served up poor little Mario. Knowing Taz's healthy appetite, there won't be anything left for Wonder Dog and Sonic to eat — except maybe the apple from the plumber's mush!

We love Lancashire!

Dear Gutter,
First I'd just like to say this magazine is the best I've ever seen......

(Gut, I wish your Dad would stop writing in —Ade). (Hey! It's not my Dad. This is a reader —GS). (What? You mean people really *do* read SEGA FORCE? —Ade). (Yep! Quite a lot of people actually —GS). (Ah! I feel kinda humble! Kinda glad to be alive! —Ade). (Really? That's great, Ade... Sad beggar! —GS).

......Top marks for all the SEGA FORCE crew. I've been getting the mag for four months, and I must say you've built up a great reputation, **(What's a reputation? —Ade)**. I also think

OFF THE WALL!

It's floppy, colourful and no bigger than A4! Yup, Paul's life story is pretty cheap and cheerful, but your artwork should cover no more than a sheet of A4 paper, too. Other than that, the sky's the limit! Let your artistic imagination run free!

KRISTOPHE McCABE
Walsall

ANDREW H...

KIER BAGWELL
East Sussex

CHRIS SHEARER
Surrey

RYAN REES PRICHETT
Rochdale

MATTHEW PEARSON
Southampton

RYAN REES-PRICHETT
Rochdale

AMY PRICE
Pas de Calais



no other magazine could reach your standards. Now, believe it or not, I'd like to ask a few questions. **(Typical, and I was just growing to like him! —GS).**

1) Is it me, or is there a slight shortage of MS reviews? Three or four a month wouldn't go amiss. **2)** These Manga videos look pretty good, where can I get 'em? **3)** Are there any more global domination games arriving on the market, apart from *Mega-lo-mania* and *Powermonger*? **4)** Food for thought: *Another World* on MegaPC? **5)** Is *Global Gladiators* coming out on the MS? **6)** Why can't Pitt get a decent haircut? Why let one bad apple spoil the whole of SEGA FORCE? (Take that one to heart, Mr Pitt). See ya!

Kev Dawson, Poulton-le-Flyde, Lancashire

Oh, bitchy! Ade informs me he's growing his hair at present. The short, convict look he reckons didn't suit him. So, Kev, you'll just have to put up with his luscious locks at present. Ade says, and I quote: 'At the moment, my hair makes sealskin look dry and manageable!'

Now, to your questions. The lack of MS reviews is always a worry. We try to review as many games as possible. The issue with Mick and Mack on the cover didn't have many 8-bit games in it. Fortunately, Sega came to the rescue by deciding to send games out to magazines again. Since then, our MS and GG coverage has increased.

The Manga videos should be at all good retailers like WH Smith, J Menzies, Our Price, Virgin and HMV. *Akira* has been out for ages. If you're having problems finding 'em, give their PR company a ring on 081 747 9080.

As for global domination games, Virgin are releasing *Populous II* this summer. You *can* play *Another World* on MegaPC. Just pop it in the Mega Drive slot... clot! Both *Another World* and *Flashback* will appear on Mega-CD later this year. A little tit-bit of info there! *Global Gladiators* is coming out on MS in April. Oh, thanks for the compliments. I'll pop in and see ya next time I'm up t'North!...

Wow! We all know Sonic's a cool character but here he could give an ice box a run for its money! Peter Johnson of Northwich, Cheshire, pencilled this awesome pic, which he named 'Sonic Boom'. The speedy hedgehog's shades and personal stereo (playing Westworld's *Sonic Boom Boy*?) really look the part, but those big hiking boots and inch-thick woolly socks are a bit iffy. How can Sonic get up to full speed with those on?!

On the cards

Dear Gutter Snipe,

Would you please, please, please answer these questions for me? **1)** Is *Deadly Moves* coming out on the Master System? **2)** What's the thing on the bottom of the original Master System that looks like something for keeping batteries in? **3**When will *Batman Returns* appear on MS?

Terry Colbert, Farnborough, Hampshire

Right, me old mate, Tel. If *Deadly Moves* is gonna be released on the Master System, it won't be for a long while yet, so don't hold your breath. You'll turn a funny colour! In the good old days, some MS games came on a computer card rather than a cartridge, and the thing you refer to is the slot where the card used to be placed.

Sega no longer produce MS games on cards. MS *Batman Returns* should be out by the time you read this. Sega have it scheduled for a March release. Satisfied?!...

He's hooked!

I've only read one issue of SEGA FORCE and that was enough to know that your mag is

Letters!

Number 1 for Sega. The reviews are brill and are for all the right games. I own a Mega Drive and had been looking for the best mag. I thought my search was over when I found *Mega*, but I also have a Master System Converter, so I tried your mag out.

I found inside everything I need to know about Sega. The tips come in very useful when I rent or buy games. I like the Gutter Snipe section best because I find out from other people's questions what will be hitting the shelves over the months to come.

David Squire, Langley, Berkshire

Just down the road from our friends at *Electronic Arts*, I'll be bound?! We do our best, Dave. Our best is what we do. Now, if you've written this crawly bum-lick letter to get your wise words printed, then...errrrrr...well—it worked!...

CD sounds

Dear Gutter,

I have just one question for you, **(Oh goodie! —GS)**. Is it possible to play Mega-CD games on my Mega Drive through the CD unit on a hi-fi? If not, how much will I have to pay for a Mega-CD?

Mark Alexander, Lurgan, Co. Armagh, Northern Ireland

Unless me maths ain't any better than me English, that's two questions! Sorry Mark, you can only play CD games on your Mega Drive if you've a Mega-CD unit attached. No way will the games play through an everyday hi-fi. Special chips and all that jazz! The Mega-CD unit will retail around the £270 price mark. May sound expensive, but you should see some of the games that are set to come out —AWESOME!

State of the art

Please accept my hand-drawn picture for your art section, 'Off the Wall'. I have to say that the main reason I buy SEGA FORCE is because of the art section. I find it fascinating and exciting to be able to produce pieces of art which could possibly be published in your magazine.

It would please me to see more magazine companies introducing art sections, not only for hand-drawn art, but also computer-generated art sent in on disks, (although this wouldn't be appropriate in a Sega magazine). Thank you for supplying the opportunity for artwork to be published.

Steve Edwards, Aylesbury, Bucks

Pssst! Don't tell any of the other mags, they may copy the idea! Glad you like the artwork, Steve.

The 'Off the Wall' section was included for two reasons. Firstly because we wanted to cram even more reader's piccies into the letters section and secondly, because we wanted to print more piccies from our younger readers.

Although I hate the lot of ya, the SEGA FORCE crew want to see a lot of reader involvement. It's very important to them, (hang on a minute, I'm getting all lovey-dovey here! Yeuch!). That's why they keep asking for mugshots to go in the tips section and that's why we're starting a readers' panel through the survey we conducted in Issue 14.

As for me, well, it's in my nature to be nasty. I'm using the pics we get in to make a lampshade. Clever, huh?!

It's that rotten Robotnik in his flying machine — and drill-spittin' buggy! But like the artist, Stephen McGrady of Cleator Moor, you must agree the Prof should be shown mercy; without him, there'd be no more *Sonic* games!

Good game! Good game!

Dear Sir,

Congratulations on a very good Sega magazine. As I cannot get out much, due to my disability, the Master System and Mega Drive are a boon to me. The games on them are excellent and great fun. I hope in time the prices will come down. I hope to get a CD ROM unit when it comes out. Is there any info available on it?

Simon Crompton, Worthing, West Sussex

Well Simon, by the time you read this, the Mega-CD could be winging its way to a shop near you. At the time of writing, Sega had announced that the unit would be in the shops for April. It's been put back more times than Prince Edward's wedding day! So, what d'ya get with it? There's the *Classic Arcade Collection* which was reviewed in issue 16 (66%) possibly *Sherlock Holmes Consulting Detective*, *Cobra Command* and *Sol Feace*. The unit will cost around £270. Have a butchers at our Mega-CD feature this ish for more info. The lads went down to see the CD in action. The games are well cool!

GUT'S THOUGHT FOR THE MONTH

Several things to think about this month.

1) Why is it when you do the washing up and then empty the bowl, there's always a teaspoon left at the bottom?

2) Why is it when you're late for work, all the traffic lights you meet are on red and you get stuck behind a JCB?

3) Why is it when you manage to get round the JCB, you end up behind an MG driver (and why is it people who fancy squatty little 'sports' cars always drive 'em as fast as a supermarket trolley)?

4) Why is it when you're on a train and the seat next to you is empty does someone come up to you and ask, 'Excuse me, is anybody sitting there?!' What are you expected to reply, 'Yes, I'm afraid so, it's The Invisible Man!'

5) Why is it that the weirdos always choose to sit next *you* on the bus?

6) Why is it that old people waffle on about 'the good old days'? It can't have been much cop. The world was black and white. I should know, I've seen the pictures!

Up the Wolves!

About three weeks ago (being a Wolves fan), I drove up to Wolverhampton to see the biggest load of crap ever witnessed: Wolves vs Bolton! Having sat through 90 minutes, watching my team get stuffed by a second division club, I made the one-hour journey back home feeling lower than Sega Pro's circulation.

After weeks of mourning the death of my dream, ie. Wolves being in the FA Cup final, I've decided there are worse things in the world than writing to a magazine.

I've read with interest some of the Sega magazines' views on the new reviewing policy. Some mags, including yourselves and Mean Machines, seem to be trying to do the best you can in a difficult situation and getting on with it.

But two mags in particular (both belonging to the same company) seem to think this rule has been introduced just to annoy them. I can understand the editor moaning a bit, but getting all moralistic about it and hinting all other magazines are not to be trusted, seems a bit daft.

Anyway, keep up the good work on SEGA FORCE and well done to Bolton Wanderers who deserved their result.

Phil, Oakenshaw, Redditch, Worcs

Shame about Wolves, Phil. Ade lives in Wolverhampton but has a tendency to shout 'Big fat Ron's claret and blue army' from time to time!

Aye up! Here he comes now...!

'The Sega situation *was* a bit of a nightmare. The magazines you refer to *did* go over the top but had a right to let readers know what was going on. We believe it was a ploy to get more readers and make us look inferior, ie: "Stick with us, folks, we know what we're talking about"!'

'How wrong they are! We coped with the situation the best way we could. Even *we* got a bit annoyed but we didn't fly off the handle. The people in the know at Sega were told how we felt. That's all we could do.

Contrary to what these mags think, SEGA FORCE *DID NOT* review games until we were fully satisfied we had enough material and knew the games inside out.

'With support from the right people at Sega, we managed to make the situation a lot easier. Sega's policy has now changed and games are being sent to magazines.

'What annoys us is when other mags review games that aren't even finished, and, if you read last month's "Gotcha", you'll see this is happening...' (Sniiipp! Flippin' heck! Doesn't he go on! Bully, bully! —GS).

OK, it's time to go. No tears and long goodbyes. You lot haven't got the time. Get and pen and paper and either write me a letter, draw me a piccy, or even better — do both! And while you're at it, why not include a piccy of yourself to go with your bits and bobs? Don't forget, there's a barnstorming SEGA FORCE T-SHIRT and a pile of TACKY RUBBISH for the sender of the BEST LETTER and BEST PIC each month. So, what are ya waiting for, eh? They won't get done on their own! Until next month — stay warm!

DEADHEAD SET HI-SCORES

Wanna be famous for a millenium and beyond? Get yer hi-scores into us and we'll plonk a piccy of ya here! If you're chosen as the Gamer of the Month, you win a well radical SEGA FORCE T-shirt!

Think you're an ace game-fiend? Think you can play any MS, MD or GG game better than the deadheads up and down the country? We wanna hear from you!

Send a picture of yourself and you're entered into our hi-score draw. If you're pulled out of the hat, not only do you receive the prestigious title 'Gamer of the Month', but a hip 'n' trendy SEGA FORCE T-shirt, to boot! The crew will sign it, unless you tell 'em otherwise. Remember — no picture, no T-shirt.

Oh, and another thing. When you send your pics, please attach them to the form below, either tape or staple 'em. Some of your mugshots have gone walkies this month, so we couldn't include them.

Send your bits and pieces to: DEADHEAD SET HI-SCORES, SEGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. If you can't send a pic, still lob us ya scores, but remember, you won't be entered into the prize draw.

ACTION FIGHTER (MS)
Top score: 1,056,640
Peter Alcock, Lowestoft, Suffolk

AFTERBURNER (MS)
Top score: 22,070,700
Lloyd Quenby, Beds

ALEX KIDD MIRACLE (MS)
Top score: 74,200
Lloyd Quenby, Beds

ALEX KIDD SHINOBI (MS)
Top score: 12,8800
Lloyd Quenby, Beds

ALIEN 3 (GG)
Level 10, 6 lives left
Shane Kennedy, Co Wicklow, Ireland

ASTERIX (MS)
Top score: 138,000
Stuart P, Penicuik, Scotland

CASTLE OF ILLUSION (MD)
Completed: 200,200, nine continues
Richard Miller, Orkney, Scotland

COLUMNS (GG)
Normal level: 23,514
Colin Brinton, Ayrshire, Scotland
Top score: 20,054 on Hard level
Sue McEwen, Solihull, West Midlands

DONALD DUCK (MS)
Top score: 225,650
Michelle Gannon, St Helen's

EUROPEAN CLUB SOCCER (MD)
99–0
My hi-score's 107 — the counter stops at 99! This is a pic of me aged four. I'm now 18!]
Richard Moir, Blyth, Northumberland

GOLDEN AXE (MD)
Completed: 26 mins 35 secs, every continue
Richard Miller, Orkney, Scotland

OLYMPIC GOLD (MS)
Pole vault: 6.15m
Craig McComb, Ayrshire, Scotland

OLYMPIC GOLD (GG)
100m: 10.24
Hammer throw: 84.5
Archery: 160
Hurdles: 13.6
Pole vault: 6.2
Diving: 484
Swimming: 1 min 48 secs
Richard Watkins, Lillington
Pole vault: 6.20
Danny McEwen, Solihull, West Mids

QUACKSHOT (MD)
Top score: 1,170,000
Parmjit Kali-Rai, Willenhall, West Mids

RAMBO III (MS)
Top score: 42,150
Lloyd Quenby, Beds

SONIC 2 (MD)
Completed: 1 hour 53 secs, five continues
Richard Miller, Orkney, Scotland

SONIC 2 (MS)
Top score: 300,800
Gregory Hyde, Leicester

SONIC THE HEDGEHOG (MS)
Completed: 529,000, 18 lives, five continues
Tim Graham, Hexham
Top score: 710,322, 31 lives, seven continues
John Hall, Witton, Birmingham
Completed: 430,900, 21 lives, six continues
Gregory Hyde, Leicester

SONIC THE HEDGEHOG (MD)
1,988,500 points
Parmjit Kali-Rai, Willenhall, West Mids
Green Hill Zone: 20 secs
David Almond, Dewsbury
Top score: 338,900
Richard Kearney, Woodchurch, Wirral
Top score: 3,755,600, 27 lives
Darren O'Neil, Cheadle

SONIC THE HEDGEHOG (GG)
Completed
Javier Torreguosa, Larne

STREETS OF RAGE (MD)
Top score: 899,000
Parmjit Kali-Rai, Willenhall, West Mids

STREETS OF RAGE II (MD)
Completed: 903,658 in 1 hr 23 mins
Matthew Yorston, Portsmouth

SUPER HANG-ON (MD)
Completed: Expert on Arcade, crashed once
Richard Miller, Orkney, Scotland

TECMO WORLD CUP (MD)
Final: 3–1 win
Teensy-weensy Staff Writer Paul

TMNT: Hyperstone Heist (MD)
Completed
Big Deputy Ed Ade
Completed
Medium-sized Production Ed Mat

WORLD GRAND PRIX (MS)
Completed: 35 mins
Richard Miller, Orkney, Scotland

Gamer Of The Month!

T-SHIRT WINNER

SONIC THE HEDGEHOG (MD)

Top score: 221,030
She's the bestest in all the land! Well, maybe you can beat her, but Maria Morris from Ellesmere Port included a piccy of herself with her hi-score so she was automatically entered into the draw for a SEGA FORCE T-Shirt!

Well done, Maria. Keep on Mega-Drivin'!!

DO YER WORST!

I'm brilliant at..

....

My hi-score is..............................Format...........................

Name...Age.....................

I live at...

....

....Tel. No...........................

I have enclosed my photo and look forward to seeing it on the hallowed deadhead pages.

Signed..

Next Month



Boo! Hoo! Weep! Blubber! Nearing the end of the mag for another month, but there's just time to tell you what to expect in this delicious masterpiece next month. (Thank goodness!—Dep Ed).

At last, we review US Gold's blockbuster, *Another World*, on Mega Drive. We've played the game to death so expect a huge review and rating to match. Could this be the best game we've seen to date? Wait and see!

Plus, rip-roarin' action with the Crash Dummies, baddy-bashing with *Spider-Man* from Acclaim and a touch of the old *Krusty's* on 8-bit! There's an in-depth look at the new game from Electronic Arts, *Jungle Strike*. We've more info on TecMagik's *André Agassi Tennis* and with the Mega-CD upon us, more CD games than you can poke Fatima Whitbread's javelin at. All that and much, much more!

Reserve a copy now, or rush into your newsagent on Thursday, 6 May — that's when Issue 18's on sale. You'd better believe it

THE SCORES ON THE DOORS NEXT MONTH...MORE HUGE PREVIEWS, MORE GIGANTIC REVIEWS, MORE HUMUNGOUS EXCLUSIVES AND A COVER GIFT... ERRRR...THAT'S PRETTY BIG, TOO!



SEGA FORCE ISSUE 15 COMPO WINNERS

As many of the prizes are not sent out directly by us, please allow up to three weeks for them to arrive.

BLAZIN' LASER COMPO

The 25 lucky bods who receive free membership to **Laser Quest** and an **LQ** T-shirt are: **Steven Haggie**, Cramlington; **Russell Moore**, Chelmsley Wood; **Harry Johnstone**, Wedmore; **JP Agate**, Kings Lynn; **Simon Ellis**, Leeds; **DB Smith**, Longsight; **Stuart Gaitskell**, Coniston; **Ms J Abrahamson**, Norwich; **Jamie Riley**, Coventry; **Matthew McColl**, Stirling; **Daniel Slater**, Partington; **Daniel Davis**, Peterborough; **Paul Robinson**, Ramsgate; **Stephen McGrady**, Cleator Moor; **Julian Harris**, Lisa Duddy, Glasgow; **James Rees**, Witney; **Philip Holtom**, Reading; **Darren Smith**, Stourbridge; **Peter Johnson**, Weaverham; **J Harwood**, Cleveland; **Nichola Harrison**, Carlisle; **Paul Reilly**, East Kilbride; **Graham Deeprose**, Lincoln; and **Carl Wraith**, Doncaster.

MAKE MINE MANGA

The complete selection of **Manga** videos — including *Fist Of The North Star, Project A-KO, Dominion Tank Police* et al — are on their way to **Martin J Inger**, Staffs.

The runners-up each receive a copy of *Akira*. They are: Garry Robertson, Ayrshire, Scotland; **Lisa Wasik**, Royston, Herts; **Mr Peter Fong**, Prescot, Merseyside; **Paul Cannon**, Farnborough, Hants; **Miss J McNeish**, Manchester; **Mark Lee**, Barnsley; **J Smith**, Eaton Socon, Lambs; **Edwin B Lue-Shing**, Beckenham, Kent; **Mr P Venton**, Truro, Cornwall; and **Lee Williams**, Bridlington, E Yorks.

ARNIE'S LARGE HEAD

Cheetah had five Terminator ***CharacteriSticks*** to give away. They go to: **AM Wedge**, Poole, Dorset; **Miss ST Church**, Torpoint, Cornwall; **T Matthews**, Taunton, Somerset; **Marc Wilde**, Wolverhampton; and **Russell Osborne**, Spalding, Lincolnshire.

TACKY POSTCARD COMPO

Weird, this! We pulled out the tackiest postcard possible one Friday evening, returned to work Monday morning and it had disappeared! Perhaps someone thought it too tacky to show!

So, no winner this month. But if you enter one of our compos, send in the tackiest postcard you can find and, who knows, you could win a wondrous **SEGA FORCE** T-shirt!

STAR TREK COMPETITION

Marshal's competition was really popular. 1st prize winner: Stephen Roberts, Market Drayton. 2nd prize: **Lynda Heaton**, Keighley, West Yorkshire. 3rd prize winner: **Nathan Pallas**, Tyne and Wear.

I'M A VIRGIN GLOBAL GLADIATOR

The winner of the Mega Drive and carts from **Virgin Games** is: **Andrew Rice**, Ely, Cambs. Play and enjoy!

ISSUE 13: I'VE GOT OVAL BALLS

The winner of the mega-exclusive **London Monarchs** American Football stuff is **Gordon Perkis** of Harleston, Norfolk. Touchdown, Gordon!



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